

10-19 years Cricket Competition Procedures

Pathways for excellence in representative school sport

*Inspiring world-class opportunities for sporting success,
engagement and wellbeing*



**Queensland
Government**

Queensland Representative School Sport

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Change History

Version	Date	Description	Prepared by
1	7/12/2023	Updated to new format	Simon Gills
2	8/05/2025	Revised	Executive members

NOTE: This manual is to be read in conjunction with the:

- School Sport Australia policies and guidelines
- Queensland Representative School Sport Leadership handbook



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Sport Competition Guidelines

Minimum Venue Standards

The host region venue must comply with audit requirements and:

- complete a procurement process (where required).
- have sufficient and suitable (e.g. cabin/motel style) accommodation within the host town/city to provide places for all visiting parents/supporters competitors/ student officials/team officials
- have access to appropriate transport to/from the host town/city
- have access/proximity to 24 hour medical services (e.g. hospital, ambulance, dentist, physio)
- The playing venue must be a suitable standard and must comply with the sport specific minimum requirements. Consideration must also be given to factors such as:
 - sufficient number of suitably sized change rooms present
 - spectators must be adequately catered for with suitable viewing, toilet facilities, canteen etc.
 - Competition Area – Field of Play/number of courts or fields required
 - Suitable shade & shelter for hot & wet weather if necessary
 - Access to water
 - Officials' Room with secure area for official's bags
 - Championship working group control room
 - Access to internet
 - Laptop and printer
 - Photocopier
 - Paper
 - General stationery

First Aid

A minimum of two First Aid Officers/Sports Trainers must be provided each day of competition. Any child treated must be accompanied by a Team Official or parent.

Spectator's facilities

Ensure there is sufficient shade, seating, toilets facilities, food and drinks vendors.

Officials

It is preferable that all key officials have a minimum Level accreditation and first aid/CPR. The key officials are (but not limited to):

- Tournament Director
- Technical Convenor
- Chief Referee

Additional officials required (list individually)

Student Officials – insert QRSS 'categories'

Equipment

- The Host Region must supply all equipment for the safe conduct of the Championships.
- All equipment must comply with sport specific requirements
- Other necessary equipment is:
- Competition Software (if applicable)
- Access Passes (if applicable)

Competition areas must be checked each day for potential hazards and steps must be taken to rectify or make safe these potential hazards.



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Bulletins

Bulletin 1

- Team levy
- Venue
- Dates
- Pre-championship meeting date and venue
- Participating regions
- Team size
- Competition working group contact details
- Program of events
- Sports medicine arrangements
- Opening ceremony information
- Closing ceremony information
- Photo graph cost

- Canteen arrangements
- State nomination details

Bulletin 2

- Confirmation of previous bulletin information
- Play HQ Team Registration Details
- Draw
- Photo Schedule

Additional information required for the tournament

Links for Live results & Live streaming

Special Guest for Opening ceremony

- Education Minister, Sport Minister
- Director Teaching and Learning
- Local Government representative
- Department of Education
- QRSS Board
- State Organisation
- Event sponsors

Ceremonies

Opening Ceremony

Closing Ceremony

Invitation to the following:

- Host Region officials
- Key Event Officials
- Team Officials
- Sponsor representative
- State Sporting Organisation Representative

Meetings

Pre-Championship Meeting

Selection Meetings

Post-Championship Meeting (if applicable)

A pre-championship meeting, chaired by the host RSSO / Asst. RSSO, in conjunction with the QRSS-SE member in attendance shall be convened for the purpose of discussing the conduct of the championships. The convenor may also be involved in the hosting of the meeting.

Regional team lists are to be confirmed at the pre-championship meeting. No changes are to occur after the list is confirmed.



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A post-championship meeting may be convened and from this meeting recommendations may be put forward for consideration by the QRSS-SE. If recommendations are endorsed by regional delegates, these must then be submitted to the QRSS-MC for approval.

All regional officials must attend all meetings and official functions as organised by the championship convenor and/or the QRSS-SE. This would include any Professional development opportunities as organised by the QRSS-SE.

Pre-Championship Meeting agenda

1. Welcome and Introductions
2. Team officials' registrations
3. Student protection
4. Project Consent
5. Reporting injuries
6. Concussion
7. Game time consideration
8. State Team selection
9. Communication lines
10. Championship working group items
 - Championship schedule
 - Check program for player changes
 - First Aid/Ice
 - Venue information
 - Venue layout
 - Parking
 - Fields/Courts/warm up area
 - Championship Contact Numbers
 - Team Photographs
 - Opening and Closing Ceremonies
 - State championship draw
 - Competition procedures
 - Unofficial Dinner
 - Referees

Duration and Draws

Duration of championships are to be scheduled to use no more than two school days for competition. Where this cannot occur, the Host Region will communicate with the QRSS – RC and QRSS for approval and endorsement.

Such issues may include:

- availability of venues,
- number of games played per day etc

At each State Championship for team sports, the draw must ensure that all teams play on each day of the event.

At each State Championship a Queensland team may be selected and named (as a travelling or merit team). No other teams are to be named.

The sport specific competition procedures outline the draws and round robin matches to be played for various formats.



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10-19years Cricket Championship information

Queensland Representative School Sport trials and championships shall be conducted according to the:

- current [Rules of Cricket and Cricket Australia Junior Policy](#) unless stated otherwise

Other reference documents:

- [12 years and under School Sport Australia rules and guidelines](#)
- [15 years and under School Sport Australia rules and guidelines](#)
- [QRSS Leadership Handbook](#)
- [QRSS Risk assessment handbook](#)

Age groups offered	<ul style="list-style-type: none"> • 10-12 years Boys & Girls – State Championship/SSA National Championship • 13-14 years Boys & Girls – State Championship/SSA 15 years and under National Championship • 15-19 years Boys & Girls – State Championship/Interstate exchange
Event Officials	<ul style="list-style-type: none"> • 1 convenor • 1 co-convenor • 1 ground manager per additional venue • 1 first aid officer per venue • 1 technical official - to be a Sport Exec member or delegate (will also provide input to pre-championship meeting, chair judiciary & selection meetings) • 1 Data Manager (Play HQ) • Any additional officials/selectors will be at the expense of the Sport Executive as outlined in the Strategic Action Plan/Budget.
Additional teams (if required)	<ul style="list-style-type: none"> • In the event an additional team is required, the QRSS process outlined in the Leadership handbook will be utilised to determine the team.
Sporting Organisation Support (if required)	<ul style="list-style-type: none"> • Queensland Cricket will provide support of the State Championship event as per the collaborative agreement.
State Championship Team Officials	<ul style="list-style-type: none"> • Team officials — At the State Championships each regional team may have 2 officials maximum consisting of: coach and manager. • All officials entering the field of play must be in the program and be registered teacher or authorized personnel.
Umpires/Referees and Scorers	<p>Umpires</p> <ul style="list-style-type: none"> • Cricket Queensland/ Local Umpires Associations will support the QRSS program in supplying umpires for matches at a cost to be included in the state championship budget. • 2 Umpires are required per field. <ul style="list-style-type: none"> ○ If 2 Association umpires cannot be supplied: <ul style="list-style-type: none"> ▪ A Minimum of 1 Association Umpire is to be appointed to each field. ▪ Team Officials may be called upon to umpire at square leg. This should be the most qualified team official from the batting team <p>Scorers:</p> <ul style="list-style-type: none"> • Each team must supply a capable scorer. (One will use the official scoring platform - Play HQ for live scoring and the other will use the scorebook provided) • It is preferable to have at least one scorer who is familiar with the use of Play HQ for live scoring purposes.



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Appointment of Queensland Team Officials	<ul style="list-style-type: none"> Applicants for QRSS State Team Coaching positions should hold a minimum of a level 2 coaching qualification or equivalent. <i>Officials to accompany teams will be a maximum of one coach and one manager per team</i> The QRSS State Team Coach must and Manager should be in attendance at the State Championship from which the team will be selected. Should the QRSS State Team Coach not be an appointed as a Regional Team official, they are to notify QRSS – Cricket Executive, who will work with the host RSSO to ensure their appointment as one of the Key Event Officials identified above.
Appointment of Selectors	<ul style="list-style-type: none"> The QRSS State Team Coach, Manager and a Member of the QRSS-Cricket Executive (or delegate) will form the Selection Panel. Should an additional selector be required, the QRSS Executive member (or delegate) will call for nominations from the floor. Should there be more nominations than required, a vote will take place. Each participating Region will have one vote. In the event of a draw, the deciding vote is given to the QRSS Executive member. The panel may meet independently of the meeting of all Regional Coaches to consider feedback provided and player statistics. Queensland Cricket TID staff may provide additional support / feedback if requested.
Announcement of the state team	<ul style="list-style-type: none"> QRSS State Team Selections will be announced at the closing ceremony of the respective state championship event. Shadow selections will not be named. In the event of a championship washout: <ul style="list-style-type: none"> There will be a round table discussion with one representative from each regional team and the selection panel. Each Regional Team Official shall be invited to provide the selection panel with feedback on their regional team players & input to selection discussions The QRSS State team will be named either at the championship or through the QRSS Office (to be determined by host RSSO/ Executive and QRSS dependent on circumstances).
Minimum Venue Standard	<p>Wickets:</p> <ul style="list-style-type: none"> All matches should be played on turf wickets. <p>The preference is to have all wickets at one/two venues no more than 30 minutes apart – this is to allow travel between venues for T20 matches as required</p> <p>Synthetic wickets may be used should turf wickets becomes unplayable/unavailable as a result of wet weather.</p> <ul style="list-style-type: none"> 10-12yrs Boys Championship - 6 wickets (12 team draw) – 18m wicket <ul style="list-style-type: none"> Note: Should the venue not allow stumps to be hammered into wickets at the shortened length, appropriate stumps (with bails) will need to be sourced for each field. 10-12yrs Girls Championship - 5 wickets (10 team draw) – 18m wicket <ul style="list-style-type: none"> Note: Should the venue not allow stumps to be hammered into wickets at the shortened length, appropriate stumps (with bails) will need to be sourced for each field. 13-14yrs Boys Championship - 5 wickets (10 team draw) 13-14yrs Girls Championship - 5 wickets (10 team draw) 15-19yrs Boys Championship - 5 wickets (10 team draw) 15-19yrs Girls Championship - 5 wickets (10 team draw) <p>Boundaries</p> <ul style="list-style-type: none"> 10-12yrs Boys Championship - between 45- 50m 10-12yrs Girls Championship - between 40-45m 13-14yrs Boys Championship - between 50-55m. 13-14yrs Girls Championship - between 45-50m. 15-19yrs Boys Championship - between 55-60m. 15-19yrs Girls Championship - between 50-55m



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Field Markings

Boundaries must be marked and clearly visible for **all State Championship events** as per the above.

- 10-12yrs Boys Championship:
 - An arc 10 metres from the wicket from point around in front of the wicket to fine leg.
 - If possible, it is requested an inner boundary line 5m inside the field boundary (used in relation to impact players/fielders) be marked.
 - Should this not be possible/ permitted, determinations in relation to fielding restrictions and impacted players/fielders will be at the Umpire's discretion.
- 10-12yrs Girls Championship:
 - An arc 10 metres from the wicket from point around in front of the wicket to fine leg.
 - If possible, it is requested an inner boundary line 5m inside the field boundary (used in relation to impact players/fielders) be marked.
 - Should this not be possible/ permitted, determinations in relation to fielding restrictions and impacted players/fielders will be at the Umpire's discretion
- 13-14yrs Boys Championship
 - 2 semi circles shall be drawn by a continuous painted white line or painted white "dots" at 4.5 metre intervals on the field of play. The semi-Circles have as their centre, the middle stump at either end of the pitch. The radius of each semi-circle is 27.5 metres. The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch.
- 13-14yrs Girls Championship
 - 2 semi circles shall be drawn by a continuous painted white line or painted white "dots" at 4.5 metre intervals on the field of play. The semi-Circles have as their centre, the middle stump at either end of the pitch. The radius of each semi-circle is 23 metres. The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch.
- 15-19yrs Boys Championship
 - 2 semi circles shall be drawn by a continuous painted white line or painted white "dots" at 4.5 metre intervals on the field of play. The semi-Circles have as their centre the middle stump at either end of the pitch. The radius of each semi-circle is 27.5 metres. The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch
- 15-19yrs Girls Championship
 - 2 semi circles shall be drawn by a continuous painted white line or painted white "dots" at 4.5 metre intervals on the field of play. The semi-Circles have as their centre, the middle stump at either end of the pitch. The radius of each semi-circle is 23 metres. The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch.

In addition, the championship organiser shall ensure the provision of:

- Pitches are properly prepared, and sufficient stumps, bails, and new balls.
- Shaded area, a table and 2 x chairs for scorers at each field
- Score board for each field
- Shaded area and seats for batting team
- Water barrels that are accessible by teams on each field
- Sufficient change rooms and toilet facilities.
- Canteen facilities – *with capacity to prepare pre-ordered lunches for Umpires/KEOs and if possible, playing teams each day.
- Area for Data Manager (KEO) to set up with access to wifi (if possible).



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	<ul style="list-style-type: none"> Wickets are covered at the conclusion of each day's play Arrangement for a meeting space/place for selection meetings (with capacity for one Regional Team Official from each participating team plus panel of selectors) each evening after the conclusion of play. – * This may be at the playing venue or at the accommodation venue.
Eligibility	<ul style="list-style-type: none"> 10-12 years - Participants must be a minimum age of 10 years and a maximum age of 12 years as of the 31 December in the year of competition 13-14 years - Participants must be a minimum age of 13 years and a maximum age of 14 years as of the 31 December in the year of competition -. 15-19 years - Participants must be a minimum age of 15 years and a maximum age of 19 years as of the 31 December in the year of competition. Note: all participants must be registered with Play HQ & have paid their National Registration Fee for the cricket season in which the Championship is held.
Participation expectations – sport specific	<p>Participation</p> <ul style="list-style-type: none"> Only coaches and/or managers and/or captains are allowed to inspect wickets prior to the start of play. Where possible, captains should introduce themselves to the umpire(s) Players are to wait for the umpires to take the field at the beginning of each innings. <p>Management of Team / Player Participation:</p> <ul style="list-style-type: none"> Teams are to be a minimum of 11 and maximum of 13 players. All players may participate in all matches as long as no more than 11 players bat and no more than 11 players bowl. The interchange of the 12th and 13th players shall be allowed as fieldsman at any time provided this does not cause any interruption to the flow of play (this does not refer to injury where a replacement can occur at any time). Non designated batters and bowlers may bat and/or bowl in the third or fourth innings of a match.
Playing uniform	<ul style="list-style-type: none"> Regional uniforms are to consist of proper cricket attire including long trousers for all matches. Uniforms may be white or regional colours. All possible provision should be made for sun protection in the choice of playing shirts. A white hat or cap of the team may be worn, and jumpers, if worn, shall be white except for team markings. Playing uniform must display a playing number. Playing numbers are required to be a 20cm, clearly visible & located on the back of the playing shirt.
Match equipment	<p>Wickets</p> <p>10-12yrs Boys and Girls Championships</p> <ul style="list-style-type: none"> Should the venue require temporary wickets to be used to accommodate the shortened pitch (18m), rubber-based cricket stumps with bails are to be used. <p>Scoring:</p> <ul style="list-style-type: none"> Each team will be required to bring at least one device with wi-fi capacity for live electronic scoring using Play HQ A scorebook will also be required for each participating team. <p>Cricket balls</p> <ul style="list-style-type: none"> 10-12 years Boys and Girls Championship <ul style="list-style-type: none"> PINK 4-piece balls. 142gms for the carnivals 13-14 years Boys Championship <ul style="list-style-type: none"> PINK 4-piece balls. 156gms 13-14 years Girls Championship <ul style="list-style-type: none"> PINK 4-piece balls. 142gms 15-19 years Boys Championship <ul style="list-style-type: none"> PINK 4-piece balls. 156gms



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	<ul style="list-style-type: none"> 15-19 years Girls Championship <ul style="list-style-type: none"> PINK 4-piece balls. 142gms <p>Player's Protective Equipment:</p> <ul style="list-style-type: none"> All batters will wear a properly fitting cricket helmet with face guard that complies with the Australian Standard (BS 7928:2013 Specification for head protectors for cricketers) Wicketkeepers, when keeping up to the stump will wear a properly fitting helmet with a face guard that complies with the Australian Standard (BS 7928:2013 Specification for head protectors for cricketers). Players who field within seven metres of the wicket at any position on the leg side or forward of point on the off side, must wear a properly fitting helmet with a face guard that complies with the Australian Standard (BS 7928:2013 Specification for head protectors for cricketers) as well as shin guards and a protective box. Players who field within seven metres of the wicket must be 15 years of age at the time of the carnival (14 year olds are not permitted to field within 10 metres). This applies to any position on the leg side or forward of point on the off side.
Team Size	<p>For all QRSS State Championships (10-12yrs / 13-14yrs / 15-19yrs Boys and Girls)</p> <ul style="list-style-type: none"> Teams are to be a minimum of 11 and maximum of 13 players. Refer to page 8, Participation expectations – sport specific section for details regarding team management.
First Aid	<p>Blood rule</p> <ul style="list-style-type: none"> Any player who is bleeding or has blood on their clothing must immediately leave the field and seek medical attention. The bleeding must be stopped, the wound dressed and blood on the player's body and clothing be cleaned off before they can return to play. <p>Concussion</p> <ul style="list-style-type: none"> Refer to QRSS Concussion Procedures & Cricket Australia Concussion and Head Trauma policy <p>Emergency procedures</p> <ul style="list-style-type: none"> The appointed first aid officer is the designated case manager for all injuries and subsequent treatment. The appointed first aid officer approves the player re-entering the field after initial treatment. Regional manager is the designated liaison with the appointed first aid officer.
Spectator's facilities	<ul style="list-style-type: none"> Spectators are to remain off the field of play and away from the boundary. Ensure spectators are aware of balls being hit into the outfield/over the boundary. Preference is for the host region to ensure adequate shade is available for spectators
Trophies and presentations	<p>For all QRSS State Championships (10-12yrs / 13-14yrs / 15-19yrs Boys and Girls)</p> <ul style="list-style-type: none"> Gold, silver & bronze medals will be presented to players and officials from regional teams finishing 1st, 2nd and third (all Championships) A Perpetual Trophy for winning Regional Team (all Championships) <p>In addition, the following awards will be presented:</p> <p>10-12yrs Boys and Girls State Championships</p> <ul style="list-style-type: none"> Perpetual Trophy for the Runner up Regional Team <p>13-14yrs/ 15-19yrs Boys and Girls State Championships</p> <ul style="list-style-type: none"> 4 MVP awards: <ul style="list-style-type: none"> Best Batting Aggregate



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	<ul style="list-style-type: none"> ○ Best Bowling Aggregate ○ Most Dismissals by a Wicket Keeper ○ Best All Rounder
School Based Competitions	Queensland Representative School Sport 10-19yrs Cricket Sport Executive endorses school-based competitions conducted by Queensland Cricket. Participation in QC school-based competitions is at the discretion of the school principal.

Championship Rules and Guidelines

10-12 Years/ 13-14 Years / 15-19yrs Boys & Girls Championships

Playing Formats:

Championships may include a combination of 50 Over matches; 40 Over matches and T20 matches to maximise play and reflect formats played at School Sport Australia Championships / Interstate Exchanges.

Team Officials Areas of Responsibility

At the end of each day's play or game, managers are asked to:

- Check results and see that scorebooks are signed.
- Complete any necessary documentation required (eg. Depth charts) by the convenor or selectors and return to the appropriate personnel as soon as possible.
- Ensure players and parents assist with replacing wicket covers at the conclusion of each day's play.
- Return equipment to technical official / convenor as required

Match Conditions:

• **Commencement of Play**

All teams are to arrive at their designated playing field a minimum of 45 minutes prior to the scheduled time for the start of play.

The toss is to be conducted no later than 30 minutes before the scheduled time for the start of play.

The toss will be conducted on the pitch by the two opposing captains. In the official draw the 'home team' is listed first and their captain must toss the coin

Umpires are to be present for the coin toss.

• **Proposed Hours of Play (at discretion of organising committee)**

20 Over Matches

Morning**

First Session: 8:30am – 10:00am

Break: 10:00am – 10:15am

Second Session: 10:15am – 11:45am

Afternoon **

First Session: 1:00pm – 2:30pm

Break: 2:30pm – 2:45pm

Second Session: 2:45pm – 4:15pm

** start times may be brought forward by 30 minutes and the break between matches may be reduced to 1 hour if there is no travel between venues required.

40 Over Matches

First Session: 9:00am – 11:45am

Inning Break (Lunch): 11:45am – 12:25pm

Second session: 12:25pm – 3:10pm

50 Over Matches

First Session: 9:00am – 12:15pm

Inning Break (Lunch): 12:15pm – 1:00pm

Second session: 1:00pm – 4:15pm

Final Day of Championship

- Due to travel arrangements, the starting time of the final day is at the discretion of the host region.
- Lunch break is reduced to 30 minutes



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- On the final day no team shall have a second innings unless bowled out in less than 20 overs in the play-off games for positions 3-12
- All positions will be based on first innings results only

Weather interrupted Matches

Excessive Heat:

In the case of excessive heat (refer the DoE Managing excessive heat in schools guidelines / Sports Medicine Australia Hot Weather Guidelines) the championship committee in consultation with the QRSS and host RSSO (& umpires & grounds staff to determine if extended hours are possible) will determine whether play will be possible / can continue. In such an event, measures will be put in place to minimise the risk to players/and officials. Such measures may include (but are not limited to):

- Earlier start times (to allow for as much play as possible prior to the heat of the day). This may be dependent on availability of umpires and grounds staff
- Increased drink breaks (at the conclusion of 12 overs/ or every 50 minutes).
- Allowing drinks to be run on to the field at fall of wickets.
- Playing the match in quarters (25 overs for 40 or 50 over games - each per session). If sessions are interrupted – playing conditions will be considered based on remaining time left in the day. Remaining time / overs may be split evenly between teams.
- Extending the lunch break.
- Extending the afternoon session to start and finish later (dependent on light and availability of umpires and grounds staff)

Wet Weather:

In the event of wet weather, the championship committee shall determine whether play will be possible. An extension to the hours of play is an option on days of the championships, except for the final day- a maximum of one hour only to be added.

- The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed.
- A minimum of 10 overs for a T20 match and 20 overs in a 40 over match must be bowled to the side batting second to constitute a match. Therefore, on wet days a minimum of either 20 overs or 40 overs between the two sides must be bowled to constitute a match.
- If the start of play is delayed or play is interrupted in the first innings, the number of overs to be bowled in the first innings shall be reduced by the umpires based on one over for every four minutes of time lost.
- If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the scheduled cessation time. If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the morning session and a fixed time will be specified for the commencement of the afternoon session.
- If there is more than one interruption in the first innings, then the process described above will be repeated.
- If there is a suspension of play during the second innings the overs shall be reduced at a rate of one over for every four minutes lost.
- In circumstances where playing time is reduced any decision to adjust the timing or reduce the lunch break, shall be at the discretion of the championship committee in consultation with the umpires.
- If play is suspended in the third or fourth innings of a match the remaining number of minutes shall be divided by four to determine the number of overs to be bowled.
- Target score shall be decided on the team batting first's score at the final over. In the event of the team batting second having their overs reduced, then the target score shall be the team that batted first's run rate plus one (at the end of the last completed over).
- E.g. Team A makes 160 off 40 overs. Team B target overs is 24. Team A scored at 4 runs per over. Team B need $24 \times 4 = 96$ plus one. New target is 97 runs to win.
- When calculating the run rate, round to two decimal places. When calculating the runs needed, always round up to the next whole number then add 1 for the target

Results

- If one match of the round is a no result, all matches of the round are declared no results.
- Statistics for quotient and individual trophies from a no result round may not count.



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- All matches in which both teams have not had an opportunity of batting for a minimum of half the designated overs, shall be declared no result.

T20 Matches

- A result can be achieved in T20 games only if both teams have had the opportunity of batting for at least 10 or unless the team batting second scores enough runs to win in less than 10 overs.

40/50 Over Matches

- A result can be achieved in 40 or 50 overs per side games only if both teams have had the opportunity of batting for at least 25 overs or unless the team batting second scores enough runs to win in less than 25 overs.

Tie

In matches in which both teams have had the opportunity of batting 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, which have fallen.

Outright result

It is possible to achieve an outright result. However, a team is not permitted to declare its first innings closed. A team may declare its second innings closed. There are no additional points for winning outright after winning on the first innings, however if the team that loses on the first innings wins the match outright then both teams will receive three points.

Championship winner

- Should there be equality in both points and wins, the positions shall be determined by quotient calculated thus:
- Divide the total number of runs scored by a region by the total number of wickets lost by it.
- Divide the total number of runs scored against a region by the total number of wickets taken by it.
- Divide the former (a) by the latter (b).
- The team having the higher percentage shall be considered to have the better performance.

Calculation for this quotient will cease after a first innings result has been determined. However, statistics for individual trophies will count right up to the conclusion of the match.

- The winner of 1st v 2nd in the final round will be the championship winner.

10-12yrs Boys and Girls State Championship – Rules

Where time permits, the championship shall be contested in pools. The pools shall be determined by the QRSS 10-19 Years Cricket Sport Executive based upon finishing positions in previous years' carnivals. Once these pools have been decided, the championship organiser shall construct a draw for the championship. Games will reflect, where possible, formats to be played at the School Sport Australia 12yrs and Under Championship.

General Rules:

- The outgoing batsman cannot talk to the incoming batsman (must wait at the wicket block)
- No coaching from the sidelines
- The 12th and 13th man can be rotated every 4 overs.
- In the case of a lost or damaged ball umpires should consult team officials from both teams to find a suitable ball.
- Umpires should consult the convenor about the state of the field.

Bowling restrictions

- 20 over game - A maximum innings allocation of four (4) overs per bowler will be allowed.
- 40 over game - A maximum innings allocation of eight (8) overs per bowler will be allowed. These must be bowled in no more than four (4) over spells for fast/medium bowlers.
- A break of at least the same number of overs from one end must occur between each bowling spell. Should a fast/ medium bowler complete a spell of less than four (4) overs they should not be entitled to bowl again until the completion of an equivalent number of overs to that of their last spell from the end from which the last over of the spell was bowled.



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The scorers shall notify the captain when a bowler has completed his maximum quota of overs in a spell.

Girls- A maximum of 8 balls per over will be permitted, including re-bowled wides and no balls. If the 8th ball is a no-ball, a free hit must still occur. The final over of the innings however must consist of 6 fair deliveries to constitute an over and all wides and no balls must be re-bowled

Fielding Restrictions

No player may field any closer than 10 metres from the wicket in an arc from point around in front of the wicket to fine leg.

It is necessary for the arc to be marked on the field of play to show this clearly.

20 over Innings Over Fielding Restrictions

- 0-6 Must have 2 fielders on the boundary¹
- 7-20 Must have 4 impacted players²

40 over Innings Over Fielding Restrictions

- 0-10 Must have 2 fielders on the boundary¹
- 11-40 Must have 4 impacted players²

Note: The Umpire is to signal a no-ball for those deliveries where these fielding restrictions are deemed to be breached.

¹ Boundary fielders must be within 4 metres of the boundary at the bowler's point of release. This also applies to any player fielding on the boundary as an impacted player.

² Total number of players either fielding on the boundary or in the slips cordon. Slips cordon is inclusive of slips & gully only. Coaches/captains can use any combination of boundary & slips cordon fielding positions at their discretion i.e. 2 boundary & 2 slips cordon, 1 boundary & 3 slips cordon; however, they must total 4 during the period those restrictions are in play

All fielders must remain inside the field of play during games.

No more than five fielders are allowed on the leg side.

No Ball

- One (1) short pitched delivery passing between shoulders and top of the head be allowed per over.
- Any other short pitched delivery passing above shoulder height of a batsman when in his normal stance shall be called a NO BALL regardless of whether the batsman attempts a shot.
- A full pitched delivery from a bowler which passes above waist height of a batsman when in his normal stance shall be called a NO BALL regardless of whether the batsman attempts the shot.
- A ball which bounces more than once or rolls along the ground before reaching the popping crease shall be called no ball.

Free Hit

Batters will be allowed a "free-hit" following a no ball. This applies to all no-balls except for Impact Player infringements. Either batter may be given out run out from a "free-hit".

A wide delivery

- Boys: shall be called if it is outside the return crease on the off side and outside the 700mm mark on the leg side.
- Girls: shall be called if it is outside the return crease on the off side and outside the return crease on the leg side

Any extra runs (or byes) scored from wide or no-balls as described in rules (3.2.1.9) and (3.2.1.11) above shall be added to the score.

Teams may interchange fielders after a minimum period of four overs. Ignore the Law of Cricket 2.5(c) fielder absent or leaving the field.

The toss is to be conducted no later than 45 minutes before the scheduled time for the start of play. The toss will be conducted on the pitch by the two opposing captains. One team official from each team is to also be present.



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Umpires do not need to be present for the toss. The umpires just need to be informed as to who won the toss and what they've elected to do. In the official draw the 'home team' is listed first and their captain must toss the coin.

Boys

- A team's second innings can only be the maximum required number of overs that make up the total overs for that game.
- If a team is bowled out before their allotted overs, they close their innings, the other team will bat and then the team who was bowled out may bat the rest of their allotted overs minus 3 overs for change of innings.
- Retiring Batters: Batters can be retired at any time by coaches and managers, with reasonable justification.
- Retired batters can come back in at fall of wicket.

Girls

- Retiring Batters: Batters are only to be retired when they reach 30 runs in a 20 over match and 50 runs in a 40 over match (retired not out).
- Batters who retire can resume their innings, if all other wickets are lost, in the order they retired if the designated overs for the innings have not yet been bowled. This is to encourage teams to bat out their full complement of overs.
- If batters are retired prior to reaching 30 runs in a 20 over match and 50 runs in a 40 over match they will be retired out & therefore cannot resume their innings.

An innings can constitute up to 22 wickets from the batting team. Only the first 11 wickets will help determine the win/loss result, with all wickets and runs counting towards incentive points. Scorers will need to record the score at the fall of the 11th wicket.

If a team loses 22 wickets in an innings (before the compulsory closure at the end of 20 or 40 overs), they are deemed to be all out and their innings closed.

At the fall of a wicket the not out batter must remain at the wicket. The incoming batter should move to the wicket as quickly as possible to avoid wasting time.

Drinks

- Drinks shall be taken after the 10th over of each innings in a T20 match and in the 14th and 28th overs of each inning in a 40 over match, provided that players have not left the field for any reason during the session.
- In cases of extreme heat, additional drinks may be taken by agreement between the umpires and the officials of the opposing teams.
- If a wicket falls within five minutes prior to the time set for the taking of drinks, the drinks shall be taken immediately.
- Any player taking drinks onto the field shall be dressed in proper cricket attire.

Closure of Innings

- In all matches, each team, unless previously dismissed, shall have its first innings compulsorily closed at the conclusion of the last over of the 20 or 40 over match.
- In the event of both teams concluding their first innings whether compulsorily or otherwise, before the time at which play is due to finish, the match may continue under normal conditions until that time. It shall be permissible for play to continue beyond that time should this be necessary to enable each team to receive its allocated overs for its first innings. This is not to exceed one hour in a State Championship.
- If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs have been bowled.
- If the team batting first is dismissed in less than its maximum overs, the team batting second is entitled to bat its full complement of overs.
- No overs are to be deducted for any ten minute changeover between any innings.
- If a team is dismissed within half an hour of the lunch break, then lunch will be taken.

Competition Points

Boys

The relative position of teams for pool matches shall be determined by competition points which shall be allotted on the basis of:

Win	6	
Loss	1	



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Tie	3	
Draw	3	(no first innings result- match abandoned)
Bye	0	

- In the event of a forfeit, the team making the forfeit receives zero points and the team receiving the forfeit is given the six points.
- Run Rates are calculated on the number of overs scheduled for that match, unless the team batting second wins within the scheduled number of overs for the match. This will then be calculated on the overs this team batted to win the match.
- The net run rate (NRR) of each team will be used to determine pool placings. This will not include the results against the lowest placed team in the pool.

Girls

The relative position of teams shall be determined by competition points which shall be allotted on the basis of:

Win	6	
Loss	1	
Tie	3	
Draw	3	(no first innings result- match abandoned)
Bye	0	

- In the event of a forfeit, the team making the forfeit receives zero points and the team receiving the forfeit is given six points.
- The result of the game will be determined by first innings runs only. Incentive Points (allocated along with win / loss points):
 - for each run scored by the batting team
 - for each wicket taken by the fielding team

For the purposes of computing averages, a batter retiring shall be deemed to be not out. A side declaring its innings closed, whether compulsorily or otherwise shall be deemed to have lost the number of wickets which had actually fallen.

13-14yrs and 15-19yrs Boys and Girls State Championship – Rules

If any carnival is shortened due to unforeseen circumstances (ie Wet weather), the Final Placings will be decided by the table/placings of the LAST full completed round of results

13-14years BOYS — championship draw (based on 10 Regions)

- The championship shall consist of a mixture of One-Day (50 over) and T20 matches.
- The first four days of play shall be based on a rolling draw.
- Finals will be played on the 5th day.

Final round

1st	V	2nd
3rd	V	4th
5th	V	6th
7th	V	8th
9th	V	10th

15-19 years BOYS & GIRLS and 13-14 years GIRLS — Championship Draw (based on 8 or more Regions)

- The championship shall consist of a mixture of One-Day (50 over) and T20 matches.
- The first three days of play shall be based on a rolling draw.
- Finals will be played on the last day.

Final round

1st	V	2nd
3rd	V	4th
5th	V	6th
7th	V	8th



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9th V 10th

If there are six or fewer teams entered in the carnival the draw shall be a round robin with each team playing all teams entered in a random draw.

Duration of matches and composition of team

There can be no declarations in the first innings.

13-14yrs and 15-19yrs Boys and Girls Championships -

- One-Day matches shall be of one day's scheduled duration. The matches will be limited to 100 overs of cricket, one 50 over innings per side. Should the first innings result be decided prior to 60 minutes before the cessation time, play must continue until the scheduled cessation time. In this case, a team may bat for a second innings even though they may have already faced 50 overs in their first innings. The team which batted second must bat for 50 overs unless bowled out.
- A team batting in the third innings of the match has the option to bat the remaining time or declare its innings closed to pursue an outright result. However no additional points may be gained from winning outright after a first innings win. Teams who lose outright after winning on the first innings will share the points, three each, with the other team.
- A minimum of 25 overs per team shall constitute a match.
- Coaches/managers do not have the authority to call off any match but may apply to the championship committee to finish early provided a first innings result has been achieved. A suitable reason for wanting a match to finish early might encompass the need to rest players, especially bowlers.
- T20 matches shall be played in accordance with the current Rules of Cricket.
- For all matches a team shall consist of up to 13 players. All players may participate in all matches as long as no more than 11 players bat and no more than 11 players bowl. Batters and Bowlers are to be nominated prior to the toss.
- The interchange of the 12th and 13th players shall be allowed as fieldsman at any time provided this does not cause any interruption to the flow of play (this does not refer to injury where a replacement can occur at any time).
- Substitute players may bat and/or bowl in the third or fourth innings of a match.

Hours of play and intervals

- The championship committee in consultation with the championship convener may alter the playing times in consideration of ground conditions, departure times of visiting teams and utilising the maximum time available. It is likely that the last day of the championship will commence early (8:00am) to cater for departures and presentations.
- Coin Toss will take place 30mins prior to the scheduled starting time

Interval between innings

- The innings of the team batting second shall not commence before the scheduled time for commencement of the second session unless the team batting first has completed its innings at least 30 minutes prior to the scheduled interval, in which case a ten-minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.
- Where play is delayed or interrupted the umpires may reduce the length of the interval in the interest of maximising the available time.

Intervals for drinks

- An individual player may be given a drink either on the boundary edge or on the field at the fall of a wicket or break in play, provided that no playing time is wasted.
- Any player taking drinks onto the field shall be dressed in proper cricket attire (this includes training gear with closed in shoes)

13-14 years and 15-19 years BOYS

- a drinks break per session shall be permitted, at the conclusion of the 13th over (25 overs per side games) and two drinks breaks per session shall be permitted, at the conclusion of the 17th and 34th over (in 50 over games) except under conditions of extreme heat the event convenor (in consultation with umpires) may permit extra intervals for drinks.



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13-14 years and 15-19 years GIRLS

- A drink break per session shall be permitted, at the conclusion of the 13th over (25 overs per side games).
- During the 40 over per side games, drinks can be taken after the 14th and 27th overs, except that under conditions of extreme heat the event convenor (in consultation with umpires) may permit extra intervals for drinks.

Length of innings

Uninterrupted matches

- If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. Unless otherwise determined by the championship committee, the innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for completion of the first session. The over in progress at the scheduled cessation time shall count as a complete over. The interval shall not be extended and the second session shall commence at the scheduled time.
- The championship committee may increase the number of overs to be bowled by the team bowling second if, after consulting with the umpires, of the opinion that events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for cessation of the innings of the team batting first.
- If the team batting first is all out and the last wicket falls within two minutes of the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs as the innings of the team batting first (the over in which the last wicket falls to count as a completed over).

13-14 years & 15-19yrs BOYS (50 over games)

- Each team shall bat for 50 overs unless all out earlier. A team shall not be permitted to declare its innings closed.
- If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs except as provided in (b) above.
- If the team fielding second fails to bowl 50 overs or the number of overs as provided in (a), (b) and (d) by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

13-14 years and 15-19 years GIRLS

- Each team shall bat for 50 overs (or 40 overs on the Final Day) unless all out earlier. A team shall not be permitted to declare its innings closed.
- If the team fielding second fails to bowl 20/25/40/50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

Delayed or interrupted matches

In the event of wet weather, the championship committee shall determine whether play will be possible. An extension to the hours of play is an option on all days apart from Finals Day of the championships.

- The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed.
- If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the scheduled cessation time. If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the morning session and a fixed time will be specified for the commencement of the afternoon session.
- If there is more than one interruption in the first innings, then the process described in sub-paragraph (a) and (b) above will be repeated.
- In circumstances where playing time is reduced, any decision to adjust the timing or reduce the lunch break, shall be at the discretion of the championship convenor/committee in consultation with the umpires.

13-14 years BOYS and 15-19 years BOYS (50 over games)

- A minimum of 10 overs (in 20 over per side game) or 25 overs (in a 40 or 50 over per side game) must be bowled to the side batting second to constitute a match. Therefore, on wet days a minimum of 20 overs (in a T20 game) between the two sides must be bowled to constitute a match.



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- If the start of play is delayed or play is interrupted in the first innings, the number of overs to be bowled in the first innings shall be reduced by the umpires on the basis of one over for every four minutes of time lost.
- If there is a suspension of play during the second innings the overs shall be reduced at a rate of one over for every four minutes lost.
- If play is suspended in the third or fourth innings of a match the remaining number of minutes shall be divided by four to determine the number of overs to be bowled.

Target Score

- If rain causes a delay or early completion in the second innings of a match, a minimum of 25 overs (5 overs) must be completed to constitute a match, unless the team batting second scores enough runs to win in less than 25 overs (5 overs).
- A revised target score will be calculated on the basis of the number of allocated overs multiplied by the mean run rate of the team batting first plus one. Example: Team batting first receives 50 overs, and scores 150 runs = mean run rate of 3.00. Team batting second receives 25 overs and must score 76 runs to win. $(25 \times \text{m.r.r. } [3] + 1 = 76)$.
- If the team fielding first failed to bowl the required number of overs by the scheduled time for cessation of the first session, the mean run rate is calculated by dividing the total at the completion of the innings by the number of overs bowled as at the scheduled time for cessation of the first session. Example: Team batting first received 48 overs by the scheduled cessation time, and scores 150 runs by the end of the innings, mean run rate = 3.125. Team batting second receives 25 overs and must score 80 runs to win. $(25 \times \text{m.r.r. } [3.125] + 1 = 78.125 + 1 = 79.125 \text{ i.e. } 80)$.

13-14 years and 15-19 years GIRLS

- A minimum of 10 overs (in a T20 or T25 over per side game) or 25 overs (in a 40 or 50 over per side game) must be bowled to the side batting second to constitute a match. Therefore on wet days a minimum of 20 overs (in a T20/T25 over per side game) between the two sides must be bowled to constitute a match.
- If the start of play is delayed or play is interrupted in the first innings, the number of overs to be bowled in the first innings shall be reduced by the umpires on the basis of one over for every four minutes of time lost.
- If there is a suspension of play during the second innings the overs shall be reduced at a rate of one over for every four minutes lost.
- Target score
 - If rain causes a delay in the second innings of a match 10 overs must be completed to constitute a match, unless the team batting second scores enough runs to win in less than 10 overs. A revised target score will be calculated on the basis of the number of allocated overs multiplied by the mean run rate of the team batting first plus one. Example: Team batting first receives 25 overs, and scores 75 runs = run rate of 3.00. Team batting second receives 15 overs and must score 46 runs to win. $(15 \times 3 + 1 = 46)$.

Restrictions on the placement of fieldsmen

- At the instant of delivery there may not be more than five fielders on the leg side.
- In the event of an infringement of the above fielding restriction, the umpire at the striker's end shall call and signal no ball.

13-14 years and 15-19 years BOYS

- two semi circles shall be drawn by a continuous painted white line or painted white "dots" at 4.5 metre intervals on the field of play. The semi-Circles have as their centre, the middle stump at either end of the pitch. The radius of each semi-circle is 27.5 metres. The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch.
- Power Plays for 50 over games (and half for 25 over games) are as follows:
 - For overs 0-10, only a maximum of two fielders are permitted to be outside the field restriction marking at the instant of delivery.
 - For overs 11-40, only a maximum of four fielders to be outside the field restriction marking at the instant of delivery
 - For overs 41-50, only a maximum of five fielders to be outside the field restriction marking at the instant of delivery

13-14 years and 15-19 years GIRLS



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- two semi circles shall be drawn by a continuous painted white line or painted white "dots" at 4.5 metre intervals on the field of play. The semi-Circles have as their centre the middle stump at either end of the pitch. The radius of each semi-circle is 23 metres. The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch.
- For the first 8 overs of a 25 over match and for the first 12 overs of a 40 over match, only 2 fielders are permitted to be outside the restriction marking at the instant of delivery. For the remaining overs, a maximum of 5 fielders are to be outside the fielding restriction marking at the instant of delivery

Number of overs per bowler

- 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.
- Where the total overs are not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

13-14 years and 15-19 years Boys

- In a 50 over game, no bowler shall bowl more than 10 overs in an innings (max 5 overs in a spell for U15 & U17 and max 6 overs in a spell for U19).
- In a 20 over game, no bowler shall bowl more than 4 overs in an innings. Maximum spell is 4 overs.

13-14 years Boys

Fast and medium pace bowlers are restricted to a (suggested) maximum of 36 overs for the duration of the championship (based on 5 days of play – where 5 days of play are not possible, overs will be limited accordingly).

13-14 years and 15-19 years Girls

- In a 50 over game, no bowler shall bowl more than 10 overs in an innings (max 5 overs in a spell for U15 & U17 and max 6 overs in a spell for U19).
- In a 20 over game, no bowler shall bowl more than 4 overs in an innings.

Injury prevention

A rest period of one hour must follow the completed spell before more overs are allowed to be bowled. Spinners may bowl their full allocation in one spell if desired.

Lunch breaks and any time off are to be included for the calculation of the rest period.

15-19 years Boys and Girls

- in accordance with Cricket Australia bowling recommendations, fast or medium pace bowlers may not bowl more than six (under 17) or six (under 19) overs in a spell and no more than 16 (under 17) or 18 (under 19) overs in a day's play.
- Fast or medium bowlers may bowl one, two, three, four, or five overs in a spell and bowl their remaining overs, up to six, at any time, (see Injury Prevention statement below).

13-14 years Boys & 13-14 years Girls

- in accordance with Cricket Australia bowling regulations, fast or medium pace bowlers may not bowl more than five overs in a maximum spell and no more than 12 overs in a day's play.
- Fast or medium bowlers may bowl one, two, three or four overs in a spell and bowl their remaining overs, up to five, at any time (see Injury Prevention statement below).

Injury prevention

- A rest period of one hour must follow the completed maximum spell before more overs are allowed to be bowled. Players can bowl less than the maximum spell (ie 3 overs), have a rest period of an hour and then come back and bowl up to a maximum spell (ie another 5 overs/6 overs). However, if a player returns before the hour rest, they can ONLY bowl up to the number of the maximum spell, and then rest for one hour before bowling again.
- Spinners may bowl their full allocation in one spell if desired.

No ball



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- A fast short pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the striker standing upright at the crease, but not clearly above the batter's head.
- If a ball reaches the batter standing at the batting crease, on the full at waist height or above, either umpire shall call and signal "no ball".
- Cricket Australia rules and guidelines will be followed.

13-14 years and 15-19 years Boys & Girls

- a bowler shall be allowed to bowl one short pitched delivery per over
- In the event of the bowler bowling more than one fast short-pitched delivery in an over, the umpire shall call and signal no ball.
- The penalty shall be one run for the no ball, plus any runs scored from the delivery.

13-14 years

- a bowler shall not be allowed to bowl fast short pitched deliveries.
- The umpire shall call and signal no ball.
- The penalty shall be one run for the no ball, plus any runs scored from the delivery.

Free hit

ALL NO-BALLS are Free Hits

- The delivery following a no ball 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 a wide ball) then the next delivery will become a free hit for whichever batter is facing it.
- For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
- Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of playing condition 41.2 shall apply).
- The bowler's end umpire will signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

Maximum number of balls per over

13-14 years Girls — A maximum of 8 balls per over will be permitted, including re-bowled wides and no balls. If the 8th ball is a no-ball, a free hit must still occur. The final over of the innings however must consist of 6 fair deliveries to constitute an over and all wides and no balls must be re-bowled

Wide bowling – judging a wide

- Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- Any off side or leg side delivery, which in the opinion of the umpire, does not give the batters a reasonable opportunity to score, shall be called a wide. As a guide, on the leg side a ball landing clearly outside the leg stump going further away shall be called a wide.
- A penalty of one run shall be scored for a wide. This penalty shall stand in addition to any other runs, which are scored or awarded.
- All runs which are run or result from a wide ball, which is not a no ball, shall be scored as wide balls.

The result

13-14 years and 15-19 years Boys

- a result can be achieved only if both teams have had the opportunity of batting for at least half the designated number of overs or unless the team batting second scores enough runs to win in less than half the designated number of overs
- If one match of the round is a no result, all matches of the round are declared no results.
- Statistics for quotient and individual trophies from a no result round may not count.

13-14 years and 14-19 years Girls

- a result can be achieved in T20/T25 games only if both teams have had the opportunity of batting for at least 10 or unless the team batting second scores enough runs to win in less than 10 overs.
- All matches, in which both teams have not had an opportunity of batting for a minimum of 10 overs, shall be declared no result.



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- A result can be achieved in 40 or 50 overs per side games only if both teams have had the opportunity of batting for at least 25 overs or unless the team batting second scores enough runs to win in less than 25 overs.
- All matches, in which both teams have not had an opportunity of batting for a minimum of 25 overs, shall be declared no result.

Tie

In matches in which both teams have had the opportunity of batting 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, which have fallen.

Outright result

It is possible to achieve an outright result. However, a team is not permitted to declare its first innings closed. A team may declare its second innings closed. There are no additional points for winning outright after winning on the first innings, however if the team that loses on the first innings wins the match outright then both teams will receive three points.

Points

Win (50 over game)	8
Win (20 over game)	4
Tie	half each
No Result	0
Outright win after first innings loss	half
Loss	0

If there is an ODD number of teams in the competition and the BYE round is enforced, the following points will apply:

Win (50 over game)	8
Win (20 over game)	8
Tie	half each
No Result	0
Outright win after first innings loss	4
Bye	4
Loss	0

Championship winner

Should there be equality in both points and wins, the positions shall be determined by quotient calculated thus:

- Divide the total number of runs scored by a region by the total number of wickets lost by it.
- Divide the total number of runs scored against a region by the total number of wickets taken by it.
- Divide the former (a) by the latter (b).
- The team having the higher percentage shall be considered to have the better performance.

Calculation for this quotient will cease after a first innings result has been determined. However, statistics for individual trophies will count right up to the conclusion of the match.

The winner of 1st v 2nd in the final round will be the championship winner.



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Draft Draws

10-12 years Boys

- Days 1 – 4: Round robin pool games in two pools of 6.
- Points and then Run Rate rank teams in each pool.
- Day one, two and four are 40 over games.
- Day three will comprise of 2x T20 games.
- Day 5 (Final Day) is either 40 overs for Grand Final or 30 over game for all other games.

In the event of pool matches being abandoned due to weather or other circumstances, the Championship Committee will determine a reviewed format.

In the result of a Tie or of an abandoned match, due to weather or other circumstances, in a grand final or a placing final, the team with the highest points and/ or then NRR from the pool matches will be awarded the win.

10-12 years Girls

- Days 1 – 3: Round robin pool games in two pools of 5.
- Pool games will be T20s
- Points and then Run Rate rank teams in each pool.
- Day 4 (Final Day) is either 40 overs for Grand Final or 30 over game for all other games.

In the event of pool matches being abandoned due to weather or other circumstances, the Championship Committee will determine a reviewed format.

In the result of a Tie or of an abandoned match, due to weather or other circumstances, in a grand final or a placing final, the team with the highest points and/ or then NRR from the pool matches will be awarded the win.

13-14 years Boys

(10 Regions)

The championship shall consist of five matches:

- The first four days of play shall be based on a rolling draw.
- Finals will be played on the 5th day.

Final round		
1 st	V	2 nd
3 rd	V	4 th
5 th	V	6 th
7 th	V	8 th
9 th	V	10 th

15-19 years Boys & Girls and 13-14yrs Girls

(based on 8 or more Regions)

The championship shall consist of a mixture of One-Day (50 over) and T20 matches:

- The first three days of play shall be based on a rolling draw.
- Finals will be played on the last day.

Final round		
1 st	V	2 nd
3 rd	V	4 th
5 th	V	6 th
7 th	V	8 th
9 th	V	10 th

If there are six or fewer teams entered in the carnival the draw shall be a round robin with each team playing all teams entered in a random draw.



Queensland Representative School Sport

Selection process and criteria

Selection Panel

- Chair of selectors
- Selectors from Regional Teams
- Additional independent selector (If required)

The Chair of the selectors will be the:

- Queensland team coach or Manager

Additional independent selector

- An additional independent selector may be appointed if necessary.
- The independent selector must not be attached to any team at the competition.
- The cost of this person is included into the budget and will be included in the team levy.
- The preference is that this person is from the state sporting organisation to ensure we continue to foster and build upon relationships

Process Prior to the Championship

1. Queensland Representative School Sport advertises for Team Official positions
2. Successful applicants must complete the mandatory training prior to the State Championship
3. QRSS will communicate the Chair of Selectors to each region
4. Region will send the final team lists to the Chair of Selectors
5. As part of bulletin 2, Regions will request nominations for the panel of selectors
6. Chair of selectors will complete the selectors booklet for distribution at the Pre-Championship meeting

At the Championship

1. Chair of selectors distribute Depth Cards to all Regional Team officials for completion at the conclusion of each game.
2. Regional Team officials complete the Depth Chart at the conclusion of each game in consultation with their opposing coach.
3. Regional team officials attend a selection meeting at the conclusion of each day's play to submit and discuss completed Depth Charts.
4. Notes must be kept for each athlete wishing to be selected

Schedule

Pre-Championship meeting

- Meet and discuss the selection booklet
- Establish the criteria
- Discuss the roster for each game

Day 1

- Game observations
- Regional team official consultation
- Preliminary selection meeting with the panel post last game
- Presentation of preliminary list of possible and probable athletes from each panel member
- Discussion regarding feedback from game observation and Regional team officials

Day 2

- Game observations
- Regional team official consultation
- Selection meeting post last game
- Presentation of revised list of possible and probable athletes from each panel member
- Discussion regarding feedback from game observation and Regional team officials

Day 3

- Game observations
- Regional team official consultation
- Presentation of final list of possible and probable athletes from each panel member
- Discussion regarding feedback from game observation and Regional team officials

Day 4

- Final team selection is made
- QRSS Team is reviewed by attending QRSS Cricket Executive Member prior to announcement of team.

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Sport Specific Selection Processes

- All Regional Team Coaches will be required to meet with the Coach from their opposing team at the conclusion of each match to complete a Depth Chart for the Match identifying the best performing players (in their respective positions) from that match.
- This will be submitted to the Chair of selectors and discussed at the selection meeting to be held each evening at the conclusion of the days play (with the exception of the final day). At least one representative from each team is required to attend selection meetings (preference is for the Regional Team Coach to attend) with the exception of the final day.
- Information from Depth Charts and player statistics will help to inform the selection of the QRSS State Team
- Selection Criteria/Player Attributes for specific playing positions should be used to inform the completion of match Depth Charts & selection discussions.

Selection Criteria / Player attributes:

Opening Batter

- **Technical Skills:** Strong defensive technique, solid footwork, ability to leave the ball well.
- **Mental Toughness:** Patience, concentration, ability to handle pressure.
- **Shot Selection:** Ability to play both attacking and defensive shots based on conditions.
- **Fitness:** Endurance for long innings, quick between the wickets.
- **Adaptability:** Ability to play against new ball movement (swing & seam).

Middle-Order Batter

- **Shot Range:** Ability to play spin and pace with a variety of strokes.
- **Temperament:** Can rebuild an innings under pressure or accelerate when needed.
- **Power & Timing:** Ability to clear the field, play spin effectively.
- **Game Awareness:** Reads match situations well (consolidation vs. attack).
- **Running Between Wickets:** Quick singles, strong communication with partners.

Pace Bowler

- **Speed & Stamina:** Generates pace and maintains it over spells.
- **Swing & Seam Control:** Ability to move the ball both ways.
- **Accuracy:** Consistency in line and length.
- **Variation:** Slower balls, yorkers, bouncers.
- **Aggression & Mental Strength:** Confidence to take wickets and intimidate batters.

Orthodox Spin Bowler (Off-Spin / Left-Arm Orthodox)

- **Flight & Loop:** Ability to deceive batters in the air.
- **Turn & Bounce:** Extracts spin and bounce from different pitches.
- **Control:** Bowls tight lines to build pressure.
- **Variation:** Arm ball, changes in pace, subtle grip variations.
- **Game Awareness:** Reads batters' weaknesses, sets up dismissals.

Wrist Spin Bowler (Leg-Spin / Chinaman)

- **Turn & Deception:** Generates sharp spin, deceives batters with variations.

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- **Control & Consistency:** Maintains a good length while varying pace.
- **Variation:** Googly, top-spinner, flipper, slider.
- **Mental Strength:** Confidence to handle being attacked, patience to set up wickets.
- **Fitness & Flexibility:** Strong core and shoulder strength for repetitive wrist action.

Wicketkeeper

- **Glovework:** Quick hands, clean catching, and smooth foot movement.
- **Reflexes & Agility:** Quick reactions for edges, stumpings, and takes down the leg side.
- **Communication:** Constantly talks to bowlers and fielders, provides energy.
- **Game Awareness:** Reads the game well, sets the tone for the fielding team.
- **Fitness & Endurance:** Ability to squat and stay low for long periods.

Fielders

- **Catching:** Safe hands, ability to take high and low catches under pressure.
- **Throwing Accuracy:** Strong, fast, and accurate throws from the deep or close-in.
- **Speed & Agility:** Quick reactions, ability to cover ground efficiently.
- **Anticipation:** Reads the game to position themselves effectively.
- **Commitment & Energy:** Attacks the ball, maintains intensity throughout the game.

See Attachment A: Example Depth Chart and QRSS Player Rating

In the event of a championship washout (ie: **no matches played**) the following shall apply:

- Each Regional Team Official shall be required to complete a player evaluation sheet and Depth Chart for their Regional Team players.
- There will be a round table discussion/ Teams Meeting with one representative from each regional team and the selection panel.
- At this meeting Regional Team Coaches will be invited to put forward players that they think should be considered for selection with justification.
- This will be taken into consideration by the selection panel & a team will be named at the championship at a venue to be determined by the event convenor prior to the departure of all regional teams

See Attachment B: Example player evaluation sheet & regional team depth chart.

Attachment A: Example Depth Chart

[illegible]

Attachment B: Regional Player Evaluation Sheet & Regional Team Depth Chart

PLAYER EVALUATION																														
PLAYER DETAILS					BATTING SCORING RUNS			BOWLING TAKING WICKETS					FIELDING			WICKET KEEPING			OTHER			GENERAL			NOTES					
Team	Playing Number	Player Name	Date of Birth	POSITION	Footwork	Strike Rotation/ Shot Selection	Scoring 360 / Ball Placement	Running between wickets	Pace, movement or spin, flight	Ball release/ wrist position	Balanced run up/ approach	Variation control	Positioning and Movement	Soft hands	Anticipation & performance under pressure	Stump hitting/ range throwing	Game Awareness	Reflexes and Reaction Time	Footwork	Stumping skills	Adaptability	Resilience	Power/ speed	Conditioning		Attitude and coachability	On-field Communication	Adaptability	Team Work	
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REGIONAL TEAM DEPTH CHART														
Opening/Top Order Batters Middle Order Batters			Pace Bowlers			Spin Bowlers			Wrist Spin Bowlers			Wicket Keepers		
Team	Playing Number	Name	Team	Playing Number	Name	Team	Playing Number	Name	Team	Playing Number	Name	Team	Playing Number	Name
Player Notes														
Team	Playing Number	Player Name	Position	Notes for selectors										