

Queensland School Sport

10-12 years Cricket Competition Procedures

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This document <u>must</u> be read in conjunction with the	
QSSMG Competition Procedures.	

1 Queensland School Sport Internal Structures

1.1 Sport Specific Committees and Advisory Groups

The Queensland School Sport (QSS) 10-12 years Cricket sports specific committee follows:

- Queensland School Sport Management Group (QSSMG) Competition Procedures.
- Queensland School Sport 10-12 years Cricket Competition Procedures

QSS 10-12 years Cricket Competition Procedures and QSSMG Competition Procedures must be read in conjunction with one another.

1.2 Registration of New Sports

1.3 Alternative Procedures Enabling Participation at a School Sport Australia Competition

- 1.4 De-registration of Sports
- 1.5 Sport Specific Committee Reports
- 1.6 State Sport Committee Finances

2 Approval of Competitions

3 Competition Programs

3.1 State Championships (Inter-regional Competition)

3.1.1 Structure

- 3.1.1.1 Queensland School Sport 10-12 Years Cricket shall direct and authorise the conduct of an annual Intrastate Championship after notification has been given to the QSS prior to the last meeting of QSS in the year prior.
- 3.1.1.2 The Secretary of the QSS 10-12 Years Cricket Committee shall at the annual conference of regional sports coordinators, extend an invitation to each sports co-ordinator to nominate one team in the championships for the coming year.
- 3.1.1.3 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 and must attend an approved school/college affiliated with Queensland School Sport.
- 3.1.1.4 Where time permits, the championship shall be contested in pools. The pools shall be determined by the QSS 10-12 Years Cricket Committee based upon finishing positions in previous years' carnivals, as per the rolling draw. 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 National Exchange.

Boys- Days 1 - 3 Round robin pool games in three pools of four. Points and then Run Rate rank teams in each pool. Teams are then grouped by Pool Finishing Positions- groups of 1st, 2nd, 3rd and 4th from each pool.

Day 4 Semi-finals

Match	Teams	
Major Semi 1	Pool A 1st Place v Highest Placed 2nd	
Major Semi 2	Pool B 1st Place v Pool C 1st Place	
Semi-Final 3	Middle Placed 2nd v Middle 3rd Place	
Semi-Final 4	Lowest Place 2nd v Highest 3rd Place	
Semi Final 5	Lowest Placed 3rd v Lowest Placed 4th	
Semi Final 6	Highest Placed 4th v Middle Placed 4th	

Day 5 - Finals

Match	Teams
Grand Final	Winner Major Semi 1 v Winner Major Semi 2
Playoff 3 rd & 4 th	Loser Major Semi 1 v Loser Major Semi 2
Playoff 5 th & 6 th	Winner Semi-final 3 v Winner Semi-final 4
Playoff 7 th & 8 th	Loser Semi-final 3 v Loser Semi-final 4
Playoff 9 th & 10 th	Winner Semi-final 5 v Winner Semi-final 6
Playoff 11 th & 12 th	Loser Semi-final 5 v Loser Semi-final 6

In the result of a draw in a semi-final or finals match, the team with the highest points and/ or then NRR from the pool matches will be awarded the win.

Girls- Played in pools of five (5) when possible.

Pools determined by teams' average finishing positions over a rolling period. Pool A: 1, 3, 5, 7, 9 and Pool B: 2, 4, 6, 8, 10

	Same Pool		Cross Pool
Round 1 T20	1 v 3	2 v 4	5 v 5
Round 2 T20	1 v 4	2 v 5	3 v 3
Round 3 T20	1 v 5	3 v 4	2 v 2
Round 4 T20	1 v 2	3 v 5	4 v 4
Round 5 T20	2 v 3	4 v 5	1 v 1

Semi Finals	Major Semi	Minor Semi	A5 v B5			
T20	Finals	Finals				
	A1 v B2 A3 v B4					
	B1 v A2 B3 v A4					
Finals	Winners of Major Semis					
40 over	- Playoff 1st and 2nd					
	Losers of Major Semis					
	- Playoff for 3rd and	4 th				
	Winners of Minor Semis					
	- Playoff for 5 th and 6 th					
	Loser A3 v B4 and Winner of A5 v B5					
	- Playoff for 7 th and 8 th					
	Loser B3 v A4 and Loser of A5 v B5					
	- Playoff for 9th and 10th					

3.1.1.5 The championship organiser shall forward a detailed itinerary of the championship to participating centres no later than fourteen days prior to the commencement of the championship.

The championship organiser shall forward an estimated budget of the championship costs, including calculations of participating team levies, prior to the commencement of the championship, to QSS 10-12 Years Cricket Committee for approval.

QSS 10-12 Years Cricket Committee shall present the same to QSS for ratification.

The championship convenor shall be unencumbered from duties to any championship/Queensland team.

3.1.1.6 Preparation of fields

Boys — preparation of the six fields is the responsibility of the host region. This should include boundary markers, shade, stumps, 10 metre fielding arc, scoreboard, scoring table and chairs and a leg side wide mark 700mm from middle stump.

Girls — preparation of the five fields is the responsibility of the host region. This should include boundary markers, shade, stumps, 10 metre fielding arc, scoreboard, scoring table and chairs.

3.2 State Championship Competition Rules

3.2.1 Playing Rules

- 3.2.1.1 All matches should be played on turf (18m in length where possible). Concrete with a suitable covering shall be used if the turf wicket becomes unplayable.
- 3.2.1.2 The championship organiser shall ensure that all boundaries (boys max. 50m and girls max. 45m radius from the centre of the pitch) are marked, that pitches are properly prepared, and that sufficient stumps, bails, and new balls are available.
- 3.2.1.3 Teams shall be limited to a maximum of twelve players who may all bat and bowl in every game.
 - a) If in the event of an illness or injury to a player or players so they are precluded from completing the remainder of the carnival they may be replaced from local players and may bat and bowl.

- b) If the injury or illness is temporary the affected team may borrow the 12th man to field only.
- 3.2.1.4 All players shall be attired in cricket boots, or white cricket shoes, white trousers and predominantly white shirt. Regional coloured cricket shirts may be worn but must be approved by the QSS 10-12 Years Cricket Committee. 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.

Any variation to this must be ratified by the QSS 10-12 Years Cricket Committee (e.g. cap design.)

Playing uniform will display the numbers 1-12 only, on the back in accordance with QSS regulations of 10 cm.

3.2.1.5 All batters must wear a specifically designed properly fitting cricket helmet with face guard. Wicketkeepers must wear a properly fitting helmet with a faceguard when they are standing up to the stumps.

Helmets must conform to the proper Australian design standards.

- 3.2.1.6 A Two-piece or Four-piece 142g leather balls, as approved by the organising region, shall be used in all matches. A new ball is to be provided for each match.
- 3.2.1.7 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.

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

Girls- An over shall consist of no more than eight balls.

3.2.1.8 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 boundary ¹
	7-20	Must have 4 impacted players ²

40 over Innings	Over	Fielding Restrictions
	0-10	Must have 2 fielders on the boundary ¹

1 11-40 1 Must have 4 inipacted players		11-40	Must have 4 impacted players ²
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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

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

3.2.1.9 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.

3.2.1.10 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".

3.2.1.11 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

- 3.2.1.12 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.
- 3.2.1.13 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.
- 3.2.1.14 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. 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.

3.2.1.15 Boys

3.2.1.15.1 A team's second innings can only be the maximum required number of overs that make up the total overs for that game.

3.2.1.16 Girls

- 3.2.1.16.1 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.
- 3.2.1.16.2 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.
- 3.2.1.16.3 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.
- 3.2.1.16.4 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.
- 3.2.1.17 Team Officials may only encroach onto the field in the event of injury to a player or if called upon to do so by an umpire or Championship official.

No team official, umpire or spectator shall coach a team whether by voice or signal while the game is in progress. Team officials are permitted to speak to fielding side or batters during scheduled breaks. (Scheduled breaks i.e. adjournments (lunch, tea), change of innings, drink breaks, cessation in play due to weather and/or injury.)

3.2.1.18 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.

3.2.2 Playing Time

3.2.2.1 **20 Over Games**

AM Game

First Session: 8:30am - 10:00am Break: 10:00am - 10:15am

Second Session: 10:15am - 11:45am

PM Game

First Session: 1:00pm - 2:30pm Break: 2:30pm - 2:45pm

Second Session: 2:45pm - 4:15pm

** if travel time is not required between venues, bring game time forward by $\frac{1}{2}$ hour

3.2.2.2 **40 Over Games**

First Session: 9:00am - 11:45am

Inning Break (Lunch): 11:45am – 12:25pm Second session: 12:25pm – 3:10pm

3.2.2.3 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.

3.2.2.4 Closure of Innings

- 3.2.2.4.1 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. .
- 3.2.2.4.2 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.
- 3.2.2.4.3 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.
- 3.2.2.4.4 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.
- 3.2.2.4.5 No overs are to be deducted for any ten minute changeover between any innings.
- 3.2.2.4.6 If a team is dismissed within half an hour of the lunch break, then lunch will be taken.

3.2.2.5 Playing time — final day

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
- 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

3.2.2.6 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 days of the championships, except for the final day- <u>a maximum of one hour only</u> to be added.

(a) 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.
- (b) 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.
- (c) 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.
- (d) 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.
- (e) If there is more than one interruption in the first innings, then the process described in sub-paragraph (c) and (d) above will be repeated.
- (f) 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.
- (g) 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.
- (h) 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.
- (i) Target score shall be decided on the team batting firsts 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 x 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.

3.2.3 Competition Points

3.2.3.1 Boys

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

First innings win
First innings loss
First innings tie
Drawn match (no first innings result)

• 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.

The result of the game will be determined by first innings runs only.

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.

3.2.3.2 Girls

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

- First Innings Win: 6First Innings Loss: 1First Innings Tie: 3
- Draw: 3 (no first innings result)
- 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
- 0.1 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.

3.3 School Based Competitions

3.4 Sponsorship

4 Access to State Championships

- 4.1 Eligibility
- 4.2 Centres of Athletic Development
- 4.3 Guidelines for Gender Equity in Sport

5 Conduct of State Championships

- 5.1 Championship Host
- 5.2 Participation
- 5.3 Finance
- 5.4 Accommodation Framework
- 5.5 Event Officials
- 5.6 Complaints Management
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- 5.10 State Team Selections
- 5.11 Host Report
- 5.12 Travel Subsidy
- 5.13 Requests for Access to Students
- 5.14 Loss or Damage of Equipment at State Championships
- 5.15 Photography
- 5.16 Trophies and Presentations
- 5.17 Areas of Responsibility
- **5.18** Minimum Venue Standards
- 5.19 Regional Delegates Role

6 Queensland Teams

6.1 State Team Selection Policies

6.1.1 Boys

- 6.1.1.1 The number of selectors appointed for shall be four.
- 6.1.1.2 The selection panel will consist of the Queensland team coach, QSS 10-12 Years Cricket Committee Chair (or delegate) and two other officials. These officials will be the Queensland Team Manager (if available) or those with past Queensland experience.

6.1.2 Girls

- 6.1.2.1 The number of selectors appointed shall be three.
- 6.1.2.2 The team coach and manager shall be selectors along with the Chair of QSS 10-12 Years Cricket (or appointee).

6.1.3 Student Eligibility

- 6.1.3.1 To be eligible for selection in a Queensland team a student must attend a school, which is currently affiliated with QSS.
- 6.1.3.2 Participants at a state carnival must be a minimum 10 years of age in the year of competition and of a maximum as stipulated in the rules of School Sport Australia.
- 6.1.3.3 Ages to be calculated according to year of competition.

6.1.4 Team Size

6.1.4.1 A team of 12 players shall be chosen to represent Queensland at the Annual SSA Exchange. Shadow players shall be chosen but they shall only be notified in the event of a withdrawal of a selected player.

6.1.5 Procedures

- 6.1.5.1 The selectors shall meet on a regular basis during the competition.
- 6.1.5.2 The selectors shall meet with the coaches of the competing teams and give them opportunity to put forward names of and comment upon students they consider worthy of selection.
- 6.1.5.3 At least one selector shall endeavour to be present at all times of competition. This may vary in the latter stages of the competition where specific players need to be considered closely.
- 6.1.5.4 Team coaches shall advise selectors of students not available for selection.

6.1.6 Announcement

- 6.1.6.1 The state team shall be announced at the conclusion of the championships.
- 6.1.6.2 The names of shadow players shall not be announced.

6.1.7 Notification

6.1.7.1 All available information concerning the state team shall be provided by the manager to all students immediately upon selection. Further information shall be provided when the team meets for preparation.

6.2 Selection Policy Guidelines

- 6.2.1 A student must participate at the state championship to be considered for selection.
- 6.2.2 The major criteria for selection shall be the performance of the student at the state championship. Areas to be considered shall include:
 - The level of skills exhibited by the student. These must include superior skills usually exhibited in at least two aspects of the game.
 - The performance of the student as a member of the team.
 - The attitude and behaviour of the student on and off the field of competition.
- 6.2.3 Consideration must be given to the player's performance relevant to the standard of the opposition.

6.3 Participation at National Events

6.4 Appointment of Team Officials

- 6.4.1 Application Process
 - 6.4.1.1 The appointment process will reflect QSS current practice.
 - 6.4.1.2 Application for the positions of State Manager and Coach can be found at: https://queenslandschoolsport.eq.edu.au/Officialsandexecutives/Applications/Pages/Applications.aspx.
 - 6.4.1.3 No late nominations will be accepted.
- 6.4.2 Qualifications of Coaches\ Managers\ Selectors
 - 6.4.2.1 Officials to accompany teams will be a maximum of one coach and one manager per team.
 - 6.4.2.2 To be eligible for election to the position of Queensland coach, applicants must have at least two years' experience as a regional official at a QSS 10-12 Years Cricket Committee State Championship and must hold a current minimum Level 2 (Representative Level) coaching qualification.
 - 6.4.2.3 Recommendations for the appointment of Queensland team coaches and managers to their positions are made by the executive. Subject to satisfactorily completing the first year appointment, coaches and managers continue with their appointment for a further period of two years (maximum).

Queensland team officials may not hold the one discreet role of office for more than three (3) years.

For the purposes of appointment, the roles of coach and manager are discreet. Having previously held either position does not render applicants ineligible for the other. If an appointed official was to fulfil the roles of both coach and manager, a minimum period of three years (one full appointment cycle) must be observed prior to being eligible for any reappointment.

A person who has held the position of Queensland coach or manager is ineligible to hold either of these positions again unless there are no other nominations or in extenuating circumstances.

6.4.2.4 The state manager will need to be present on the last day of the state championship to present information packages to selected players and outfit each player with uniform. Managers need to keep all relevant forms for five years.

6.4.3 Selection Process

6.4.3.1 If no application is received for a particular position the executive committee will make a decision on action to be taken.

6.5 Uniforms

- 6.5.1 When travelling or assembling, players shall be attired in the uniform stipulated for the occasion (playing uniform or dress uniform) by the manager.
- 6.5.2 Playing uniform shall be as determined by the committee and shall be predominantly maroon with appropriate logos.
- 6.5.3 The numbers one to 12 only be displayed on the back in accordance with QSS regulations.

6.6 Travel Policy

6.7 Queensland Team Preparation

- 6.7.1 The team shall assemble at a time and place designated by the management committee for a period of intensive training prior to departure for the national exchange.
- 6.7.2 In the event that the national exchange is held at a time other than the Christmas vacation, players shall be required to assemble at the home centre of the coach during school time. In this event, a student may be absent from his enrolled school for a period of ten days, during which time he shall attend a school in the training centre (usually the coach's school).

6.8 Risk Management

6.9 Guidelines for Interstate Exchanges / Non School Sport Australia Events

6.10 International Tours

6.11 Costs

6.11.1 All costs associated with participation in the state team shall be met by an equal levy on all students. Students are responsible for their own costs in reaching the assembly point unless covered by another source (e.g. Queensland Cricket).

For all other matters refer to the QSS Competition Procedures.

7 Accommodation framework

8 Codes of Conduct

- **8.1** Team Members, Parents and Spectators
- 8.2 Team Officials
- 9 Team Officials Duty of Supervision
- 10 Procedures for the Investigation and Recording of Misconduct