



# SEASON HANDBOOK



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2023/24

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Melissa Borcoski  
Andrew McCormick  
Richard McGuire  
Lee Robinson

## METRO MATCH RELATED DISPUTES PROCESS

Any complaints or disputes arising out of or in connection with any competition matches shall be made in writing on club letterhead, from the club involved, to Metro **no later than 72 hours** following the occurrence of the matter complained of or disputed. It is, however, the duty of every Captain in the first instance, before making an official complaint, to make every possible endeavour to resolve the matter with his opposing Captain before leaving the field of play in any match.

## CLUB CRICKET CONTACT

During each Saturday, a Metro Cricket contact, **Tim Murdoch**, will be available and on call to answer any concerns regarding Club and Youth Cricket.

In the event of a dispute between captains in a match without officially appointed umpires, this official is to be contacted. He will endeavour to visit the ground in question and his decision will be final.

**Tim Murdoch**  
**021 961 782**

# WHAT'S NEW

## FOR 2023/24?

*The following changes or additions have been made by Metro. This page will give you a quick reference to the relevant section in the Handbook.*

**1.3.9** Spirit of Cricket Report p8

**4.2** Competition points for draw/no result on the first innings p28

**4.4(e,f)** Minimum overs in 2-day matches p29

**4.9.2(e)** Super Over p32

**4.9.6** Table for reducing intervals p33

**7.6 & 7.7** Women's 1-day and T20 conditions p46/47

**8.4** Team Captain and the relevant Club Official or Team Official can jointly report an alleged breach of the Code of Conduct p50

### **Appendix C**

New Code of Conduct forms for teams p58/59

# CONTENTS

<b>1. THE LAWS OF CRICKET</b>	<b>7</b>	<b>3. ADMINISTRATION RULES</b>	<b>17</b>
1.1 Laws	7	3.1 Penalties	17
1.2 Code of Conduct	7	3.2 Playing dates scheduled	17
1.3 The Spirit of Cricket	7	3.3 Entry fees	17
1.4 LBW – Player umpires	8	3.4 Grounds	17
1.5 Number of leg-side fieldsmen	8	3.5 Grading of teams	18
1.6 The toss	8	3.6 Two teams in the same grade	18
1.7 Intervals (in accordance with Law 11)	9	3.7 Simultaneous matches	18
1.8 Bowler breaking down – Incomplete overs	9	3.8 Player playing unfairly out of grade	18
1.9 Throwing	9	3.9 Replacements	18
1.10 Drinks	9	3.10 One-day final eligibility	20
1.11 Striker in protected area	9	3.11 Transfers	21
1.12 Definitions	9	3.12 Defaults	21
1.13 No ball	9	3.13 Cancellations	22
		3.14 Dress and Behaviour	22
		3.15 Code of Behaviour	22
		3.16 Sponsorship	23
		3.17 Results	23
		3.18 Points and competitions	23
		3.19 Pitch and umpire reports	24
		3.20 Hadlee Trophy and Umpires Trophy	24
		3.21 Draw	24
		3.22 Duration of matches	24
		3.23 Overseas players	24
		3.24 Petersen Shield (for Premier clubs only)	25
		3.25 Melhuish Shield	25
		3.26 Challenge trophy	25
		3.27 Chairman's Cup	26
		3.28 Umpires	26
		3.29 Composition of teams	26
		3.30 Metropolitan mens and womens premier team of the season	26
		3.31 Helmet policy	26
		3.32 Bowling loads	27
<b>2. LOCAL PLAYING CONDITIONS</b>	<b>10</b>		
2.1 Fitness of pitch, ground, weather and light	10		
2.2 Stumps and ground presentation	11		
2.3 Use of covers	11		
2.4 Artificial pitches	12		
2.5 Overlapping boundaries	12		
2.6 Hours of play	12		
2.7 Play interrupted by rain (2-day matches)	13		
2.8 Declarations (2-day matches)	13		
2.9 Balls	13		
2.10 The use of the new ball	15		
2.11 Bowling of fast shortpitched balls	15		
2.12 Wides (1-day matches)	16		
2.13 Penalty runs	16		
2.14 Bowler attempting to run out the non-striking before delivering the ball (mankad)	16		
2.15 Runners	17		
2.16 Substitutes	17		

**4. MORNING GRADES – MEN****27**

4.1 Commencement of play: naming of teams, the toss and late starting	27
4.2 Competition points	28
4.3 Playing time lost	28
4.4 Over rates – premiership, championship	29
4.5 Penalties	29
4.6 Recalculation of overs (Playing time lost)	30
4.7 Last hour of the match – 17 overs required	30
4.8 Men Divisions 1 & 2 – 2-day competition	30
4.9 1-day matches	32
4.10 Twenty20 matches	35

**5. AFTERNOON GRADES – MEN****38**

5.1 No ball	38
5.2 Overs	38
5.3 Points	38
5.4 Late arrival	38
5.5 Fitness of pitch and ground	38
5.6 Masters/Presidents grade	38
5.7 Cavaliers Twenty20 grade	39

**6. YOUTH CRICKET****40**

6.1 1st XI grades/Colts grade	40
6.2 Playing numbers	40
6.3 Bonus point for 1st XI grade, and Colts grade	40
6.4 All 2-day matches where there is no play on the first day	40
6.5 Bowling restrictions for players Under 19 and Under 17	41
6.6 Own arrangement games	41
6.7 Covers	41
6.8 2nd grade	41
6.9 Youth Twenty20 grade	41

6.10 Year 10 grade	41
6.11 Year 9A grade	42
6.12 Year 9B grade	42
6.13 Year 9C grade	42
6.14 Umpires	42
6.15 Points	43
6.16 Follow-on	43
6.17 Fielding restrictions	44
6.18 Use of helmets	44
6.19 Balls	44
6.20 Limitation of overs for pace bowlers	44

**7. WOMEN'S CRICKET****45**

7.1 Umpiring	45
7.2 Fast short pitch bowling	45
7.3 Bonus points	45
7.4 Scorebooks	45
7.5 Premier women's grade	45
7.6 Premier women's grade – 1-day competition	46
7.7 Twenty20 cricket	47
7.8 Kirsty Bond series	47
7.9 Code of behaviour	47
7.10 Playing conditions for Division 1	48
7.11 Social 8 T20 competition	48
7.12 Playing conditions for Division 2 youth women	49

**8. CODE OF CONDUCT****50**

8.1 Introduction	50
8.2 Commissioners	50
8.3 Rules of the code	50
8.4 Eligibility to lodge a report	50
8.5 Reports – procedure	51
8.6 Penalties	53
8.7 Media	53
8.9 Code of conduct register	53

<b>9. FORMS &amp; REPORTS</b>	<b>54</b>
Appendix A: <i>Code of Conduct</i>	54
Appendix B: <i>CMCA Code of Conduct report</i>	57
Appendix C: <i>CMCA Code of Conduct Notice of Charge</i>	58
Appendix D: Determining the result of a match	60
9.1 Using Duckworth Lewis	60
9.2 When Duckworth Lewis is unavailable	60
9.3 Super Over	61
9.4 Bowl Out	62
 <b>CLUB CONTACT DETAILS</b>	 <b>63</b>



# 1. THE LAWS OF CRICKET

## 1.1. LAWS

The Laws of Cricket (2017 Code 3rd Edition – 2017), published by the Marylebone Cricket Club shall apply to all competition cricket under the jurisdiction of the Association, subject to such modification by Local rules as may from time to time be agreed upon by the Christchurch Metropolitan Cricket Association. *Hereafter the Christchurch Metropolitan Cricket Association shall be referred to as Metro or Metro Cricket and shall include all its committees and sub-committees. Local Rules presently in force are as follows:*

## 1.2. CODE OF CONDUCT AND THE SPIRIT OF CRICKET

Metro is committed to maintaining the highest standards of behaviour and conduct. The Code of Conduct (see Section 8) incorporates the Spirit of Cricket. The Code applies to all matches played under the jurisdiction of Metro.

**1.2.1.** Captains are always responsible for ensuring that play is conducted within the Spirit of Cricket as well as within the laws.

**1.2.2.** Players and team officials must always accept the umpire's decision. Players must not show dissent at the umpire's decision or react in a provocative or disapproving manner towards an umpire at any time.

**1.2.3.** Players and team officials shall not intimidate or assault or attempt to intimidate or assault an umpire, another player or spectator.

**1.2.4.** Players and team officials shall not use crude and/or abusive language nor make offensive gestures or hand signals nor deliberately distract an opponent.

**1.2.5.** Players and team officials shall not make any racially abusive comments nor indulge in racially abusive actions against fellow players, officials, members, and supporters.

**1.2.6.** Clubs must take adequate steps to ensure the good behaviour of their members and supporters towards the players and umpires.

**For the avoidance of any doubt Metro has a zero-tolerance policy for assaulting or attempting to assault any players, officials or members playing under the jurisdiction of the Association and of racist, sexist, homophobic/abusive language, and conduct.**

## 1.3. THE SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with captains. There are two Laws which place the responsibility for the teams conduct firmly on the captain.

### 1.3.1. RESPONSIBILITY OF CAPTAINS

The captains are always responsible for ensuring that play is conducted within the Spirit of the Game as well as within the Laws. See 3.15.1 (page 22).

### 1.3.2. PLAYER CONDUCT

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall, in the first place, report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

### 1.3.3. FAIR AND UNFAIR PLAY

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time, and it is the responsibility of the captain to act where required.

**1.3.4. THE UMPIRES ARE AUTHORISED TO INTERVENE IN CASES OF:**

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling Tampering with the ball
- Any other action they consider to be unfair.

**1.3.5. THE SPIRIT OF THE GAME INVOLVES RESPECT FOR:**

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

**1.3.6. IT IS AGAINST THE SPIRIT OF THE GAME:**

To dispute an umpire's decision by word, action or gesture

To direct abusive language towards an opponent or umpire

To indulge in cheating or any sharp practice, for instance:

- a.** to appeal knowing that the batter is not out
- b.** to advance towards an umpire in an aggressive manner when appealing
- c.** to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

**1.3.7. VIOLENCE**

There is no place for any act of violence on the field of play.

**1.3.8. PLAYERS**

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

**1.3.9. REPORT**

Each team captain will be required to complete a Spirit of Cricket report on their opposition team and file the report with Metro by 5.00pm on the Monday following

the completion of the match. The report form will be available on the Metro website.

**1.4. LBW – PLAYER UMPIRES**

Law 36 shall apply to all LBW decisions.

Below are the questions a player-umpire should ask himself to reach a decision in an LBW appeal:

**i.** Did the ball pitch between wicket to wicket or on the offside?

**ii.** Was the first point of interception the striker's person or equipment and not his bat?

**iii.** Was the first point of interception between wicket to wicket (or if the batter was not playing a legitimate shot, the first point of interception can be on the offside)?

**iv.** But for that interception (in the umpire's opinion) would the ball have gone on to hit the wickets?

If you answer YES to all the above questions the batter is Out LBW.

If the umpire has any doubt, or answers

No to any of the above questions, then the answer is NOT OUT.

Please note that a batter cannot be given out LBW if the delivery is a no-ball.

**1.5. NUMBER OF LEG-SIDE FIELDSMEN**

No more than two fieldsmen may be placed behind the popping crease on the on side at the time the bowler delivers the ball. In the event of any infringement of this rule, the Umpire shall call and signal "no ball" at the instant of delivery or as soon as possible thereafter.

**1.6. THE TOSS**

The toss should take place on the field of play in all games at least 15 minutes and no more than 30 minutes prior to the commencement of play, in the presence of at least one umpire if any have been appointed to the match.

## 1.7. INTERVALS (IN ACCORDANCE WITH LAW 11)

a. If an innings ends or there is a stoppage in play caused by bad weather or light within 10 minutes of the lunch interval, the interval shall be taken immediately. The time remaining in the session of play shall not be added to the break.

b. If 9 wickets are down when 2 minutes remain to the agreed time for either lunch or tea or the 9th wicket falls within these 2 minutes up to and including the last ball of the over, lunch or tea will not be taken until the end of the over in progress 30 minutes after the originally agreed time for lunch or tea. If the innings ends within the 30-minute period, the interval for lunch or tea will be taken immediately.

c. If there is time lost due to a stoppage in play for bad weather or light, the umpires and captains may agree to take a shorter interval. If the captains cannot agree, then the umpires will decide on the length of the interval.

## 1.8. BOWLER BREAKING DOWN – INCOMPLETE OVERS

a. If, during any match, a bowler is unable to complete the over, the remaining balls shall be bowled by another bowler.

b. No bowler shall participate in consecutive overs or any part thereof.

## 1.9. THROWING

a. For a delivery to be fair the ball must be bowled not thrown. A ball shall be deemed to have been thrown if, in the opinion of either Umpire, the process of straightening the bowling arm, whether it be partial or complete takes place during the part of the delivery swing which directly precedes the ball leaving the hand. This definition shall not debar a bowler from the use of the wrist in the delivery swing. A deliberate 'baseball' type throw by the bowler to the striker, should be called No-Ball by either umpire and the process in Law 21.2 should be followed.

b. If, in the opinion of both umpires, the bowler is deemed to have thrown the ball, the umpires shall inform the bowler and his captain that it will be reported in the Umpires' report to Metro Cricket. If Metro receives a second report in the same season on the same bowler, Metro will undertake a formal process to check the bowler's action.

## 1.10. DRINKS

Non-alcoholic drinks may be taken during any grade when agreed upon by both captains, and umpires.

## 1.11. STRIKER IN PROTECTED AREA

The striker shall not adopt a stance in the protected area or so close to it that frequent encroachment is inevitable.

## 1.12. DEFINITIONS

The players, umpires and scorers in a game of cricket may be of either gender and the Laws apply equally to both. The use throughout the text, of pronouns indicating the male gender is purely for brevity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to women and girls equally as to men and boys.

## 1.13. NO BALL

### 1.13.1 THE FEET – LAW 21.5

a. the bowlers back foot must land within and not touching the return crease appertaining to his stated mode of delivery.

b. the bowler's front foot must land with some part of the foot, whether grounded or raised.

- i. on the same side of the imaginary line joining the two middle stumps as the return crease described in (a) above and
- ii. behind the popping crease.

### 1.13.2. BOWLER BREAKING WICKET IN DELIVERING BALL

As per Law 21.6, either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under law 41.16, the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride.

### 1.13.3. THE BOWLING OF HIGH, FULLPITCHED BALLS

law 41.7.1 refers to any ball above the waist, regardless of pace.

- a. Any delivery which passes or would have passed, on the full above waist height of the striker standing upright at the crease is deemed unfair, shall be called no ball by the umpire at the bowler's end.
- b. If the umpire considers that a high full pitched ball is dangerous and unfair and was deliberately bowled, he will call no ball; when the ball is dead direct the captain to take the bowler off forthwith and to complete the over with another bowler. The bowler taken off cannot bowl in that innings again.

## 2. LOCAL PLAYING CONDITIONS

### CHRISTCHURCHMETROPOLITAN CRICKET ASSOCIATION

#### 2.1. FITNESS OF PITCH, GROUND, WEATHER AND LIGHT

In games with officially-appointed Umpires prior to the commencement of play a decision as to the fitness of conditions shall be left to the officiating umpires, unless the Christchurch City Council or Metro Cricket have decided the grounds are unfit for play. Should it be necessary to cancel play on any day due to inclement weather conditions, ***a communication will be provided over the Metro Cricket Facebook page, Metro website and App.*** If there is no announcement by 11.00am matches will be played. When Metro has decided that cricket is to be played then any further decision regarding fitness of conditions (pitch, ground, weather, light) shall be dealt with as follows:

- a. Pitch, ground, and weather
  - i. All decisions concerning the fitness of the pitch, ground weather and light, shall be solely in the hands of the officially appointed umpire(s), provided that the umpires shall not abandon play without informing both captains.
  - ii. If play has continued in light rain, then play can continue after a stoppage or interval if the umpires deem that the conditions are the same as when play had carried on earlier.
- b. The umpires will only suspend, or continue to suspend, play for bad light when they consider there is a risk of serious physical injury to any player or umpire. Among the facts to be considered are background, sightcreens, and the types of bowling.
- c. Decisions regarding fitness of pitch, ground, weather, and light in games where there are no officially appointed umpires are to be agreed by both captains.

d. If there is no agreement between the two captains that the match can start or recommence in safe conditions, then the match should not proceed. The Metro Club Contact should be consulted. If not, Metro may declare the game to be drawn, or abandoned.

***Metro reserves the right to rule on fitness of conditions in the game or games under dispute.***

## 2.2. STUMPS AND GROUND PRESENTATION

- a. The host club for Premier Women, Premiership and Championship shall be responsible for supplying a full set of stumps and bails.
- b. Teams in all other grades (that is, Division 1 and below) shall carry three stumps and two bails for grass pitches.
- c. Teams must supply spring-loaded stumps (one unit each) for artificial pitches when drawn on this surface.
- d. Grounds must be marked in accordance with the Laws of Cricket. Boundaries must be defined by means of a white line.

## 2.3. USE OF COVERS

- a. Covers must be used in Premier Women's, Premiership, Championship, Division 1 and Division 2 Grades except where g) shall apply, and they must be accessible during the duration of the match. (The covers must provide maximum protection to the pitch in the proper spirit of the game. The covers must be at least 30m x 6m in dimensions, and be fit (i.e. the covers must not leak) for the purpose of keeping water off the playing surface. The covers must be suitably anchored to the ground with enough metal pegs to ensure that the wind cannot lift the covers from their set position.
- b. Hessian must be used in all grades that are required to use covers.
- c. If it is not raining on the evening prior to the commencement of play the pitch shall be covered no later than 8.00pm to provide the necessary protection from the

weather. Every endeavour should also be made to protect the pitch against adverse weather conditions in the days prior to the commencement of the match.

d. Covers shall be removed with due care to ensure that no surface water is left on the match pitch or playing block. The covers shall be removed on the morning of the match no earlier than 5am and no later than 3 hours prior to the scheduled start time, unless it rains, or rain is threatening. (90 minutes prior to the start if covers are on wheels.) In Division 2 matches the covers must be removed by 7.30am (rather than 3 hours prior to the start of the match).

e. The same conditions must apply for both days of the two-day match.

f. The host club is responsible for the carrying out of b), c) and d) above.

g. In appropriate circumstances, Metro will inform the clubs that the covers and/or hessian may be left off the pitch on the night prior to the commencement of play (on either day) to assist in drying of the pitch. Metro may also advise that the hessian only should be left on the pitch.

h. Random inspections of covers will be occurring during the season by Metro.

- i) Any infringement of the above conditions will result in a deduction of 4 points from the 'home team' at the discretion of Metro whose decision shall be final. In addition, the following shall apply.

***In One Day***, competitions which require covers: If a covers infringement results in the game not commencing in time to allow a result to be achieved, the visiting team will be awarded 10 points.

If the games commences and a result is achieved, the points will be awarded according to the outcome.

If the game commences in time for a result to be achieved but is interrupted later in the game, preventing a result in the match, the points shall be shared.

***In Two Day***, competitions which require covers.

If despite the infringement, a result is achieved (by either team) or less than 1 hours play is lost as a direct result of the infringement, the points will be awarded according to the outcome of the match. If a result is not achieved and more than one hour's play is lost as a direct result of the infringement, the visiting team will be awarded the following additional points.  
 10 points – the visiting team win first innings or there is no first innings result, or  
 8 points – There was a first innings tie or  
 6 points – The first innings was won by the infringing team.  
 To clarify, a win or a tie on the first innings with no outright result is deemed to be a drawn game.

## 2.4. ARTIFICIAL PITCHES

- a. If a ball, after delivery by the bowler, pitches on the grass or the edge of the composition strip it shall be ruled as a no ball.
- b. If a bowler does not have at least one foot on the composition pitch at the moment of delivery, a "no-ball" shall be called.
- c. Spikes must not be worn while playing on artificial wickets. Offending teams are liable to a fine at the discretion of Metro.
- d. Games must take place on pitches allocated by Metro.

## 2.5. OVERLAPPING BOUNDARIES

When two or more matches are being played on the same ground and the boundaries for adjoining pitches overlap, the following will apply:

- a. If the ball in play is stopped or obstructed, whether deliberately or otherwise, by anyone other than a member of the fielding side, except where the ball shall strike the umpire, the umpire will, if, in his opinion, the ball if not stopped or obstructed would have reached the boundary, signal the boundary in the usual manner and the ball shall then deemed to be 'dead'.

- b. If the ball would not, in the opinion of the umpire, have reached the boundary, play will continue as if it had not been obstructed or stopped, but in such case the striker shall not be then liable to be given out caught.

## 2.6. HOURS OF PLAY

MEN'S CRICKET			
Grade	Session One	Session Two	Session Three
2 Day			
Premier, Championship	10.30-1.00pm	1.40-3.40pm	4.00-6.00pm
Division 1 Division 2	12.00-3.00pm	3.30-6.00pm	
1 Day			
Premier, Championship, Division 1	10.30-1.50pm**	2.30-5.50pm**	
Division 2	12.00-3.00pm	3.30-6.00pm	
Division 3-7 Masters	1.00-3.20pm*	3.40-6.00pm	
Cavaliers T20	2.00-3.30pm	3.45-5.15pm	
WOMEN'S CRICKET			
Grade	Session One	Session Two	Session Three
Premier 1-day	10.30-1.40pm**	2.20-5.30pm	
Division 1/ Under 19	1.00-3.20pm	3.30-6.00pm	
Division 2/ Under 16	9.00am-12.00pm	****	
Social T20	2.00-3.30pm	3.45-5.15pm	

YOUTH CRICKET			
Grade	Session One	Session Two	Session Three
<b>2 Day</b>			
Canterbury Schools XIs   Colts	10.30-1.00pm	1.40-3.40pm	4.00-6.00pm
<b>1 Day</b>			
Canterbury Schools 1st XI   Colts	10.30-1.45pm	2.30-6.00pm	
Canterbury Schools 2nd Grade Year 10	12.30-3.00pm	3.15-6.00pm	
Youth/Open/T20	12.00pm	****	****
Year 9A	12.30-6.00pm		
Year 9B	12.30-6.00pm ***		

\* Approximate times only, sessions completed at end of 40 overs

\*\* Sessions completed at end of 50 overs

\*\*\* Approximate times only, sessions completed at end of 20/35 overs as appropriate

Any over left uncompleted at the end of an innings is to be excluded from any calculations. In the case of all 2-day matches, play may be abandoned up to one hour prior to stumps on the second day, provided there is no prospect of a decision and subject to both captains agreeing.

If both teams have only completed their first innings after the tea interval on the second day and there is no likelihood of an outright decision being reached by either team, play may be abandoned subject to the agreement of both captains. Teams also have the option of continuing to the scheduled end of play to continue to accrue bonus points.

## 2.7. PLAY INTERRUPTED

In the event of delays in play the time for intervals may be varied, having been agreed upon by Captains, or ordered by the Umpires.

## 2.8. DECLARATIONS (2-DAY MATCHES)

a. Captains when declaring during an interval must notify the umpires immediately, not only as an act of courtesy but also to ensure that the umpires are aware of the exact time of declaration to determine when play shall recommence.

b. In addition to Law 15 which provides an option to the Captain of the batting side only It is not the intention that any declaration or forfeiture should become the subject of an open agreement between the Captains (other than under Playing Condition 4.3 dealing with Playing Time Lost) Under the Spirit of the Game, such actions would be seen as unacceptable and, therefore, such practices are potentially liable under the Code of Conduct. In games under the control of officially appointed umpires, if the umpires have grounds for thinking any such agreement has taken place, they shall report accordingly to Metro.

c. It is the desire of Metro that captains make every endeavour to play positive cricket in seeking a result while maintaining the integrity of the game. However, the collusion by Captains to manipulate a result would be viewed as contrary to the Spirit of the Game and dealt with under 8.3(c)

## 2.9. BALLS

a. 4-piece balls are to be used in all matches in Premiership, Premier Women, Championship, Division One and Division Two.

b. White balls are to be used in ALL one-day morning Grades.

c. Red balls are to be used in afternoon grades (Div. 3 to 7 and Masters Grade)

d. Cavaliers, Women's Div.1, Social 8s and Div.2 (under 16) Women and listed Youth grades use Crown Orange balls.

**e.** Div. 3 to 7 and Masters Grades use new two-piece balls. Cavaliers Grade uses a new ball or used balls in good condition.

**f.** A list of Metro-approved balls is provided in this section. The balls on this list are the only make of ball to be used in club matches under the jurisdiction of CMCA.

**g.** A loss of points will be imposed, at the discretion of CMCA, for the inappropriate use of 2-piece balls in Morning Grades or for not using the approved ball in any grade.

**h.** Approved list of balls — Kookaburra

Four-piece ball

Regulation 156

Club Match 142 and 156

Senator 142 and 156

Two-piece ball

Crown 142 and 156

White / Red King 156

	Cricket balls					
<b>ADULT</b>	<b>Make: Kookaburra</b>					
<b>Morning Grades</b>	<b>Grade</b>	<b>Two-day</b>	<b>One-day</b>	<b>Twenty20</b>	<b>Type</b>	<b>Weight</b>
	Premiership	Regulation Red	Regulation White	Club Match White	4-piece	156gms
	Championship	Club Match Red	Club Match White	Club Match White	4-piece	156gms
	Division 1	Club Match Red	Club Match White	Senator White	4-piece	156gms
	Division 2	Club Match Red	Club Match White	Senator White	4-piece	156gms
	Premier Women	****	Club Match White	Senator White	4-piece	142gms
	Youth Women (Under 16)	****	Crown Orange	Crown Orange	2-piece	142gms
<b>Afternoon Grades</b>	Division 3-4-5-6-7	****	Red King/Crown-red	****	2-piece	156gms
	Masters Grade	****	White Red King	****	2-piece	156gms
	Cavaliers Grade	****	White Red King	Crown Orange	2-piece	156gms
	Division 1(Under 19)/ Social 8s	****	Crown Orange	Crown Orange	2-piece	142gms
<b>YOUTH</b>						
	1st XI Champ	Regulation Red	Club Match White	****	4-piece	156gms
	1st XI Cup	Club Match Red	Senator White	****	4-piece	156gms
	1st XI Bowl	Senator Red	Senator White	****	4-piece	156gms
	1st XI Plate	Senator Red	Senator White	****	4-piece	156gms
	Colts Grade	Senator Red	Senator White	****	4-piece	156gms
	2nd Grade	****	Crown Orange	****	2-piece	156gms
	Open Grade	****	****	Crown Orange	2-piece	156gms
	Year 10	****	Crown Orange	****	2-piece	156gms
	Year 9A	****	Red King/Crown	****	2-piece	156gms
	Year 9B	****	Crown Orange		2-piece	156gms



## 2.10. THE USE OF THE NEW BALL

- a. In Two-day cricket, a new ball may be taken after 70 overs.
- b. Teams in Morning grades must use a new ball for each innings.
- c. Teams in Afternoon grades must use a new ball (unless otherwise stated).

## 2.11. THE BOWLING OF FAST SHORTPITCHED BALLS

- a. A bowler shall be limited to TWO short, pitched deliveries per overs in a One-day match and a Two-day match.
- b. In a T20 match, the bowler is limited to ONE short-pitched ball per over.
- c. 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 batters head. A ball that passes clearly above head height of the batter that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide. The umpire at the bowler's end shall advise the batter on strike when each fast, short-pitched delivery has been bowled.
- d. For avoidance of any doubt, any fast, short- pitched delivery that is called a wide under this playing condition, shall also count as one of the allowable short-pitched delivery in that over.
- e. In the event of a bowler bowling more than two fast short-pitched deliveries in an over in one-day or two-day matches, either umpire shall call and signal no ball on each occasion. In the event of a bowler bowling more than one fast short-pitched delivery in an over in a T20 match, either umpire shall call and signal no ball.
- f. If a bowler delivers a third fast short-pitched ball in an over (or a second fast short, pitched ball in a T20 match), not only must the umpire call no ball, but he must invoke the procedure of cautioning the bowler, inform the other umpire, the captain of the fielding side and the batter of what has

occurred. The caution shall continue to apply throughout the innings.

g. If there is a second instance of such dangerous and/ or unfair bowling by the same bowler in that innings, the umpire at the bowler's end shall repeat the above procedure and indicate to the bowler that this is his final warning. Both the above caution and the final warning shall continue to apply even though the bowler may later change ends.

h. Should there be further instances by the same bowler in that innings, the umpire shall call and signal no ball, and direct the captain to take the bowler off forthwith. The over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over. In instances where such bowling occurs, a report shall be made by the Umpires to Metro no later than 72 hours following the conclusion of the match.

i. Any fast, short-pitched delivery over the head (even if it is called a wide) shall count as one of the allowable short-pitched deliveries in that over.

j. The bowling of fast, short-pitched balls is unfair if the umpire at the bowler's end considers that by the repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing.

### 2.11.1. NO BALL-FREE HIT (1-DAY CRICKET)

This applies only to One-day cricket in Morning Grades.

If a bowler delivers a no ball, a free hit will apply to the delivery following the no ball. Field changes are not permitted for the free hit delivery unless there is a change of striker, or the no ball was a result of a fielding restriction breach in which case the field may be changed to the extent of correcting the breach. A batter cannot be dismissed off a free hit other than in circumstances that apply to a no ball delivery.

If the delivery for a free hit is not legitimate (another no ball or a wide), the next delivery will become a free hit for whichever batter is facing. The umpire at the bowler's end will call the free hit by extending his arm straight upwards and moving it in a circular motion.

## **2.12. WIDES (1-DAY MATCHES)**

**a.** Umpires are instructed to apply a very strict and consistent interpretation regarding this law to prevent negative bowling wide of the wicket or over the batter's head. The following criteria should be adopted as a guide for Umpires:

**b.** Wide calls are subject to the judgment of an umpire. In 1-day cricket, a ball passing outside a line drawn between the bowling and popping creases, measured 432 mm (17 inches) from the Return crease shall be called wide. If the ball passes down the leg side, provided it has not passed between the leg stump and the striker's body and also provided that it has not touched the strikers bat or person, the bowlers end umpire shall call and signal wide.

For clarity:

**i.** If the batter brings the ball sufficiently within reach and the ball passes outside the wide "guideline" then it is not a "wide". For example, a batter moving to the

offside as the bowler bowls, could bring the ball within his reach even though the ball passes outside the "wide" guideline, and if he fails to make contact with the ball, the delivery will not be called a wide.

**ii.** In extreme cases where the bowler delivers a ball and it passes wide of the return crease, then regardless of what movement the striker makes and even if he brings the ball within reach, if he makes no contact with the ball, then this delivery shall be called "wide".

**iii.** When a right arm bowler is bowling around the wicket to a right-hand batter, or left arm bowler bowling around the wicket to a Left-Hand batter and bowls full

yorkers on the off side marked "guideline; this is deemed a negative tactic, and the delivery should be called "wide".

### **c. Switch Hit**

The interpretation to be followed for calling a wide when a switch hit or reverse sweep is played or the batter gets in a position to play the shot and then aborts it, is as follows.

**i.** Simply, when the batter plays or aborts playing a reverse sweep or a switch hit, these shots negate the leg stump wide interpretation. The aim should be that consistency is maintained during the match. Team captains and/or coaches are encouraged to agree on the interpretation of the wide rule before the commencement of play. If the captains cannot agree then the above ruling should be used.

The dimensions are 840mm on the off-side and the leg side. All measurements are taken from the middle stump.

**ii.** By the batter playing the switch hit or the reverse sweep or getting in a position to play the shot, he is deemed to bring the ball sufficiently within his reach, on the leg side as well.

**iii.** Consequently, in these circumstances, the wider 75cm wide guidelines (ODIs and T20s) shall apply on both sides of the stumps.

## **2.13. PENALTY RUNS**

Penalty runs may only be awarded by officially appointed Umpires.

## **2.14. BOWLER ATTEMPTING TO RUN OUT THE NON-STRIKER BEFORE DELIVERING THE BALL (MANKAD)**

**a.** Law 38 states that a bowler may attempt to run out the non-striker before entering his delivery stride.

**b.** Metro Cricket believe the process of the bowler running out the non-striker before delivery ("Mankading") is not in the Spirit of the Game and should be used only as a last resort.

- c. The bowler must give a warning to the offending non-striker before carrying out this action.
- d. Should the umpire determine the batter is unfairly leaving his crease before the bowler delivers the ball he should call and signal a dead ball.

## 2.15. RUNNERS

Unless specifically permitted by Metro in a specific grade, runners for an injured batter are not permitted in any matches.

## 2.16. SUBSTITUTES

A player who suffers an injury caused by an external blow (as opposed to an internal injury such as a pulled muscle) and has to leave the field for medical attention may bowl or bat immediately after his return, irrespective of the length of time for which he has been absent. A player who leaves the field of play must notify the umpire for the reason he is leaving. He must then get the consent of either umpire prior to returning to the field of play As per Laws 24 and 25, this can effect where he can bat however Penalty time will only start to accrue after the fielder has been absent for 8 minutes.

# 3. ADMINISTRATION RULES

## LOCAL RULES

### 3.1. PENALTIES

**Metro may, at its discretion from time to time, suspend a player, team, or team official, impose a fine or loss of points as a penalty. Where there are no points earned from the round of play concerned, a loss of points, as deemed appropriate from the competition in question, may be imposed.**

### 3.2. PLAYING DATES SCHEDULED

No variation from the scheduled playing dates is permitted unless authorised by Metro.

### 3.3. ENTRY FEES

Each Club and School shall pay in each season an entry fee, which may be fixed from time to time by Metro.

### 3.4. GROUNDS

- a. All playing grounds for grade matches shall be approved by Metro and each club or school shall provide one half pitch for each team entered in the grade competitions.
- b. It is expected that pitches prepared by clubs will always be fit for play unless Metro is notified otherwise. Metro can at any time during the season withdraw a ground if it is considered unfit for play and will only reinstate that ground after re-inspection.
- c. Clubs are required to provide appropriate and separate changing facilities for players and umpires; included in this requirement is a covered area for official scorers and clean and serviced toilet facilities. In addition, the host club must supply a scoreboard, a serviced first aid kit and phone in case of emergency. Metro reserves the right to move matches from the venue of any club that does not provide these facilities.
- d. It is expected that grounds prepared by clubs have boundaries marked with whitening. Where it is a clubs or school's responsibility to prepare its home ground, and that ground

has not been adequately prepared for a particular match, this may constitute a loss of points from the offending team while the non-offending team would gain 5 points.

### 3.5. GRADING OF TEAMS

Metro shall, in consultation with clubs and schools, determine for which grade championship each team entered shall compete. Metro may divide any grade into sections. Metro shall determine all matters relating to grading of teams.

### 3.6. TWO TEAMS IN THE SAME GRADE

Where two or more teams from any club or school are competing in any one grade, no player shall be allowed to play in both of such teams during any one season without the consent of Metro. Metro may require team lists to be submitted. The penalty for any club, school or team breaching this rule will be the full loss of points obtained from that particular match.

### 3.7. SIMULTANEOUS MATCHES

No player shall be allowed to take part in simultaneous matches. In the following situations the matches are not deemed to be simultaneous:

- a. Any one player playing in a 2-day grade whose match is completed in 1-day may play for another team on the second day of the round as long as the player is not unfairly playing out of grade (refer to Condition 3.8)
- b. Any player involved in a Morning Grade Two-day match completed by 12.00pm on the second day may play in the highest Afternoon grade. Dispensation from Metro is required.

### 3.8. PLAYER PLAYING UNFAIRLY OUT OF GRADE

#### A. All grades

**No team shall regrade a player(s) from a high grade to a lower grade to unfairly strengthen the lower grade team. A club**

**may transfer players from a higher grade to a lower grade within their club structure as part of normal team selection even though this may necessitate the player moving down more than one competition grade.**

If a team has any doubt about the eligibility of one of its players, it should seek a ruling from Metro at least 24 hours prior to the start of the match.

#### B. Premiership Grade

**Intent** This is to prevent a player(s) playing unfairly out of their grade.

#### Process

**1.** A list of the top team (11 players known as "listed players") of a club that is participating in the Premiership Grade must be submitted to Metro prior to the start of the season. Contracted players to New Zealand Cricket and Canterbury Cricket are not included.

**2.** This list will be refreshed and resubmitted in January prior to the playing resumption post-Christmas.

**3.** In the Premiership Grade, team captains must submit their team list on the appropriate form to the match umpires and opposing captain at the toss and to the team scorers. It must indicate any replacements players for Day 2 of a Two-day match. None of the "listed players" can playing a lower grade without gaining dispensation from Metro.

**C. Metro reserves the sole right to determine what constitutes a Premiership player and to resolve any dispute that may arise from abuse of this rule.**

### 3.9. REPLACEMENTS

#### a. Representative Commitments

In the event of any player or administrator playing in any grade being required for any CCA or other representative team of Under 16 status or higher within NZ, or CCA business, or any NZC Team or NZC business, or any International Team or business, ( this includes Veterans Cricket national or regional I teams ) that player or administrators Club shall be permitted to substitute another

player on either the first or second day of the match. Player(s) acting as replacements may be replaced by player(s) from lower grades in their Teams. Such a replacement player(s) shall be entitled to fully participate in that match provided:

- i. No replacement player(s) will be permitted. for more or less than one day
- ii. The Captain of any team playing a replacement player(s) must inform the opposing Captain and Official Umpires of the names of the Representative player(s) and the replacement player(s) who will substitute for him/them prior to tossing on the first day of the match, where the necessity of a replacement(s) is known at this time.
- iii. There are cases where the availability of a Representative(s) player for the second day of a 2-day game is uncertain. In this case the Representative player(s) and replacement player(s) must also be named prior to tossing on the first day, but if the Representative player is unavailable to play on the second day, then the replacement player will continue and play the second day also. The replacement player named to play the first day cannot be replaced by another player on the second day if the Representative player does not play.

Note: To make sure all your Representative players are able to play if available you will need to name all Representative players unavailable on the first day of a game and all their respective replacements on the first day. If an International or 1st Class representative player wishes, unexpectedly, to play on the second day of a 2-day match after the teams have been named on the first day, he may be permitted to do so, the replaced player will be permitted to play and the replaced Championship player will be permitted to play Division 1.

- iv. Any Representative player replaced under the provisions of this Rule or his replacement,

should such a replacement take place for the first day of a match, shall be regarded as having been dismissed "absent" if he should be batting at the conclusion of play on the first day of the match and his replacement on the second day shall not be entitled to continue such innings.

- v. Any Representative player, who, having played on the first day of a round, is subsequently injured in any CCA or other representative team of under 16 status or higher within New Zealand or any NZC Team, shall be entitled to replacement on the second day of that same round subject to the approval of Metro.

- vi. If for any reason any Representative player or his replacement has failed to complete an over in progress at the conclusion of play on the first day of the match, the replacement on the second day of the match shall conclude the over.

- vii. A Representative player and his replacement may not bowl two consecutive overs.

- viii. It shall be permissible for a player from a lower grade to act as a substitute fielder in Premiership or Championship Grades even though such replacement player participates in a lower grade match played concurrently with the higher-grade match in which he acts as a replacement.

## **b. Suspensions**

Where a player has become ineligible to continue playing in a match due to suspension through the CCA or Metro Code of Conduct process, a replacement will be allowed under the same terms as the Representative replacement above.

## **c. Other Replacements**

- i. In any situation where replacements are being used, other than for representative selection purposes, the maximum number of players that can be replaced in any team shall be THREE. The team from which players have been taken as replacements, is able to have up to three (3) replacement players in addition to those who have

replaced players in other grades. In the lowest Morning grade (Division 2), there may be FOUR (4) replacement players. Penalty for violation of this rule: the offending team will lose 5 competition points and the opposition, in the event of not winning outright, will gain 50% of the highest number of points accrued in the grade for that round. If the opposition team win outright, they gain no further points.

ii. If a player in a two-day competition match is unable or not permitted to play for one day of the two-day match (subject to 3.8), he may be replaced. The replacement player must be named at the toss on Day one and he may participate fully in the match (that is, full playing rights) If such a replacement player, for any reason, does not play in such a match, he shall not play in any other match on the relevant day.

iii. Should replacement players be used in matches with officially appointed umpires, the umpires must be informed of those names of any such replacement players at the toss.

iv. If a player is batting at the end of day one, any replacement player may not continue his innings. i.e., the player that has been replaced will be deemed to be out.

v. The replacement player cannot bat on day two if the player they have replaced has already batted in the same innings.

vi. Penalty time carrying over from a previous day will not apply to a replacement player.

vii. Any named player, who arrives late due to his/her sitting an examination of a university or other tertiary institution on the day of play; will have full playing rights from the time of their arrival. The umpires and opposing team captain should be informed at least 30 minutes prior to the start of the day's play.

viii. Metro has sole authority to resolve any dispute regarding possible abuse of this rule.

### 3.10. ONE-DAY FINAL ELIGIBILITY MORNING GRADES

a. Players selected for the One-day semi-final and Final must have played a minimum of 40% of matches in Morning Grades in Metro One-day competitions, in their respective teams and throughout the season.

b. Both teams will be required to submit their team list of their Premiership/Championship teams as if they were playing simultaneously.

c. Metro reserves the right to grant dispensation in exceptional circumstances.

d. Those players from outside of Christchurch who are enrolled in tertiary education in Christchurch may play directly for a club provided that they are a paid-up member of that club and have an earlier playing affiliation with that club during the current season.

Those players who are studying outside of Christchurch but have a club affiliation within Christchurch, and have a playing association during the current season, may play directly for that club. That is, they do not have to have played 40% of matches within the competition. However, such a player must receive dispensation from Metro to do so.

e. Metro shall be the final judge on who constitutes a Championship, Division 1 and Division 2 player.

f. Teams for the semi-finals will comprise those teams as they finished from the round-robin competition.

### AFTERNOON GRADES

In the event of there being semi-finals and/or Finals in a competition, player eligibility guidelines apply as follows. Players selected must have played in a minimum of 40 per cent of the games for their respective teams played in the competition.

The clubs involved are to submit a playing list plus team lists of those higher teams in their club as if they were playing on the same day as the Semi/Final. Metro reserves the right to grant dispensation in exceptional circumstances and shall be the final judge of who constitutes a player in that grade.

### 3.11. TRANSFERS

**a.** The club transfer form must be completed and signed by all parties before a player may transfer from one club to another, and before he/she can play for the new club. This applies during the club cricket season up to 31 October and outside the season.

**b.** No player, having played for a club in a grade competition organised by Metro, shall be allowed to transfer to another club during the same season except where both clubs agree, or where special circumstances exist. This applies to transfers between Christchurch clubs as well as players transferring into Christchurch from another Association. The application must be approved Metro.

**c.** If a player and club are in breach of this transfer provision (a and b), the club will be fined \$100 for its non-compliance.

**d.** This transfer process goes back no further than the 2017/18 season.

### 3.12. DEFAULTS ADULT GRADES

**a.** No team in Morning Grades, including Premier Women's, can default. Clubs must fill sides in the higher grades first in the case of defaults.

**b.** To retain the strength and the integrity of these grades, there are no defaults allowed. Despite the Local Rule, if a default occurs in any of these grades, the team defaulting will lose 5 competition points, and the club fined \$400. Their opponent will gain the maximum points accrued in the grade for the round in question.

**c.** General Metro Cricket must be informed of any default by an official of the defaulting team.

**d.** In the event of a "no show" (that is, a team failing to show up at a game without informing Metro and the opposition), the club of that team will be fined \$400. The opposition will be awarded maximum points from that round and the defaulting team will lose 5 points.

**e.** In the event of a default before 12.00pm on the last working day of the week preceding the match, the defaulting team must inform Metro. It will have 0.1 deducted from its final Peterson Shield total. Any subsequent default by this team will incur a loss of 5 points, a \$75 fine, and a deduction of 0.1 from its final Peterson Shield total.

**f.** In the event of a default after 12.00pm on the Friday preceding the match, the defaulting team will have 5 points deducted from its competition total. The club will be fined \$75 to compensate its opponent for ground preparation; if the home team defaults the fine will contribute to the funding of the Turf Advisor of Metro. The club will have 0.1 deducted from its final Peterson Shield total.

**g.** If a team defaults on two consecutive playing days, that team may be withdrawn from the competition by Metro.

**h.** Each club shall be responsible for the preparation of their match wicket for each home game. An unprepared wicket constitutes a default and will incur a penalty of 5 points. Consideration will be given by Metro to any factors outside the control of the club e.g., vandalism.

### YOUTH CRICKET

**a.** The deadline for advising the default of school and Youth teams will be by 12.00pm on the Friday preceding the day of the match.

**b.** In the event of a default after 12.00pm on the Friday preceding the match, the defaulting team will have 5 points deducted from its competition total. The school/club will be fined \$75 to compensate its opponent for ground preparation, if the home team defaults the fine will contribute to the funding of the Turf Advisor of Metro.

**c.** Clause f. and g. in Adult Grades apply to Youth Grades.

**d.** In the event of a "no show" (that is, a team failing to show up at a game without informing Metro and the opposition), the club of that team will be fined \$200.

The opposition will be awarded maximum points from that round and the defaulting team will lose 5 points.

### 3.13. CANCELLATIONS ADULT GRADES

- a. Unless Metro cancel cricket, the umpires in matches where officially appointed will make the decision on fitness of ground and playing conditions on an individual match basis.
- b. The latest time that a cancellation will be made by Metro will be on Saturday at 11.00am.
- c. After that time, in matches with no officially appointed umpires, cricket should be regarded as going ahead. However, if conditions deteriorate, common sense will prevail with captains, after consultation, making a collective decision.

### YOUTH CRICKET

- d. If the weather is inclement, all schools or clubs participating in Youth cricket must withdraw their grounds by 12pm on the Friday prior to the weekends play. If the grounds have not been withdrawn by this time, the venues will be considered fit for play and should be prepared for the weekend.
- e. The latest time that a cancellation will be made by Metro will be on Saturday at 11.00am.
- f. After that time, in matches with no officially appointed umpires, cricket should be regarded as going ahead. However, if conditions deteriorate, common sense will prevail with captains or coaches, after consultation, making a collective decision.

### 3.14. DRESS AND BEHAVIOUR

- a. The appropriate dress for players shall be white, or clothing approved by Metro, and all players always, during all matches, while on the field of play are to appear appropriately dressed.
- b. Sponsorship names on the clothing must be in accordance with the rules regarding sponsorship. (Condition 3.16)
- c. Touch or softball shoes must not be worn while playing on any pitches.

**d. No teams or individual players may consume alcohol during a match, whether they be on the field or off-field having been dismissed or yet to bat.**

- e. All persons playing in Metro Cricket competitions shall always comply with regulations promulgated by NZC and those regulations and guidelines promulgated by the New Zealand Sports Drug Agency 1994.
- f. At no time must the game be brought into disrepute under the Spirit of the Game and the Metro Cricket Code of Conduct by players, umpires, or team supporters.

**Any infringement of these conditions will result in a penalty of a loss of points, fine, suspension of individual, team, or team supporter at the discretion of Metro.**

### 3.15. CODE OF BEHAVIOUR

This Code should be read in conjunction with Section 1 of the handbook; namely, respecting the Spirit of the Game, player conduct and the role and responsibilities of team captains.

#### 3.15.1. RESPONSIBILITY OF THE CAPTAIN

- a. Discuss with the opposition captain the playing conditions of the match.
- b. Check the scorebook between innings to ensure it is accurate and each side understands the target score.
- c. Before leaving the ground both captains must agree to the result of the match, with the winning team to enter the result with full scoreboards where applicable.
- d. The captain is responsible for player and supporter behaviour including the use of alcohol.
- e. No alcohol is to be taken onto the field of play by player, umpire, or supporters.
- f. He must ensure that all rubbish is removed from their team area and taken away or placed in the CCC bins.

#### 3.15.2. PLAYER CONDUCT

- g. Players must exercise self-discipline.
- h. Players must not use inappropriate language.



- i. Players must respect their opponent.
- j. Players must accept the decision of the umpire.

### 3.15.3. FAIR AND UNFAIR PLAY

- k. Excessive appealing and gesture is unacceptable.
- l. Umpires are expected to carry out their role in an honest and impartial manner
- m. There is to be no time-wasting during drinks breaks.

### 3.15.4. CRICKET ETIQUETTE

- n. The umpires should lead the fielding team onto the field followed by the batters.
- o. The batter should be ready to accept the bowler's delivery as he reaches his bowling mark.
- p. Each team should acknowledge the other teams or players performance during and at the end of the innings/match.

### 3.15.5. GENERAL

- q. Cricket should be played for enjoyment with positive interaction between players and team throughout the duration of the match.
- r. Treat you opponent as you would wish to be treated.
- s. Maintain high standards of behaviour and dress.
- t. Recognise the importance and value of our volunteers.

### 3.16. SPONSORSHIP

- a. Clubs or schools may use a sponsor's name in their titles and/or for their grade teams. These names must be submitted to Metro for approval and Metro has the right to prohibit the use of any name.
- b. An advertising insignia in the form of the company name or logo, or both, can be used on shirts and sweaters by all members of the team (there can be no exclusion or separate arrangements for individual players). The insignia should be placed in one position only: on the collar, sleeve or the front pocket

of a shirt. If on a sweater it should be placed on the sleeve. Advertising may be allowed on the back of shirts if approved by Metro. More than one company's insignia may be permitted on any shirt or sweater for each team in any one season. The height of each letter of a company or brand name should not exceed 5cm. The size of the insignia should be contained within:

- i. a rectangle of 8cm x 8cm; OR
- ii. a maximum area of 64cm<sup>2</sup> Any exceptions to the above must be submitted to Metro for approval.
- c. The design for the insignia must be submitted to CMCA for approval and CMCA has the right to prohibit the use of any insignia.
- d. No advertising matter on all other playing equipment or clothing other than that in Condition 3 l4(b) shall be permitted.

### 3.17. RESULTS

- a. All results must be registered on the PlayHQ Metro Cricket results web page or emailed to [tmurdoch@christchurchmetrocricket.com](mailto:tmurdoch@christchurchmetrocricket.com) by 8.00am on the first working day following the match.
- b. It is the responsibility of the winning team to enter the result including full scoreboards of both teams where applicable.
- c. Failure to do so will result in no points being allocated to that match.

### 3.18. POINTS AND COMPETITIONS

- a. Metro Cricket shall fix points to be awarded in grade competition matches each season and the team gaining the most points in each competition shall be judged to be the winner of such competition, provided that if two or more teams tie with an equal number of points then such teams shall be deemed to be joint winners of such grade. From time-to-time Metro may determine the winner of each grade to be the team who wins a grade final. The finals format for the competition, in all cases will be notified to all teams involved before the commencement of the particular competition.

**b. Promotion/relegation**

- i. There will be automatic promotion/relegation in all Adult Mens Grades from Premiership to Division 7 and Cavaliers Grades.
- ii. No club may have more than one team in the Premiership Grade. This condition does NOT apply to other grades.
- iii. Promotion/relegation will be decided by the collective points accumulated in the three formats of the Morning Grades during the round-robin phase of the competitions (that is, Two-day, One-day and Twenty20).
- iv. The team with the most points accrued will be promoted while the team with the least points accrued will be relegated.
- v. In the Morning Grades, the maximum available points allocated are calculated through PlayHQ at approximately 10-11 points per day's play depending on the nature of the format.
- vi. **Metro reserves the right to determine all matters relating to the grading of teams.**

**3.19. PITCH AND UMPIRE REPORTS**

Reports on umpires and pitch conditions shall be completed, online, by captains of all Grades with officially appointed umpires. All grades without official umpires will be required to complete a pitch and ground report at the conclusion of each match. Such reports should be returned to Tim Murdoch at [tmurdoch@christchurchmetrocricket.com](mailto:tmurdoch@christchurchmetrocricket.com), by 4.00pm Tuesday following the reported match. Failure to provide reports by the due time will result in a warning. After a further 24 hours, a transgression will result in a loss of 2 points from the round of play, at the discretion of Metro.

**3.20. HADLEE TROPHY AND UMPIRES TROPHY**

Points will be allocated by officially-appointed umpires in the Premiership (Hadlee Trophy) and Championship (Umpires

Trophy) Grades for teams that show the most consistency in sportsmanship, behaviour, punctuality, and dress. This is to recognise what Metro believes are very important aspects of the Game. Umpires will award points at the conclusion of each match. Points will be awarded on the following proportions out of a maximum of 30 points:

**a. Sportsmanship and Behaviour (14 points)**

At the discretion of the Umpires, points may be deducted for displays of poor sportsmanship and behaviour including attitude to decisions, excessive talking during play etc.

**b. Punctuality (8 points)**

At the discretion of the Umpires, points may be deducted for lack of punctuality in commencing play or during play either as a team or individually.

**c. Dress (8 points)**

At the discretion of the Umpires, points may be deducted for unclean or untidy personal clothing including footwear.

**3.21. DRAW**

Metro shall decide on the order in which teams shall compete and shall fix dates and grounds for grade competition matches.

**3.22. DURATION OF MATCHES**

The duration and hours of play of all grades shall be decided by Metro.

**3.23. OVERSEAS PLAYERS**

**a.** An overseas player is, by definition, a player who does not ordinarily reside in NZ for more than 6 months or does not hold a NZ passport.

**b. *There is a limit of 3 overseas players that may play in a team in the Premier Men's and Women's competitions and the Championship grade competition.*** One of the Overseas players may be deemed a professional player.

**c.** A professional player is defined as someone who derives their income from playing cricket either in NZ or their own country.

d. Dispensation may be granted by CMCA in exceptional circumstances. Any disputes regarding the application of this rule must be referred to CMCA.

e. Any professional player must be registered with CMCA one week prior to the start of the season.

### 3.24. PETERSEN SHIELD (FOR PREMIER CLUBS ONLY)

Competition for the Petersen Shield shall be open to all clubs with **more than five teams** entered in the Metro Cricket Adult competitions. Metro shall each season determine the points to be awarded and the way the Petersen Shield is to be decided. The club having the highest resultant average number of points scored per team entered shall be the winner of the Petersen Shield for the season.

### 3.25. MELHUISH SHIELD

a. Entries for this Shield shall be accepted from clubs competing in the Metro competitions, as follows:

b. For a Club with two teams, one entry will be automatic with the Clubs entry into the competition.

c. Clubs with three or more teams shall enter at least one entry but may enter as many teams as desired, providing that no one team be included in more than one entry.

d. Clubs shall notify the Association of the entry or entries within 14 days of the commencement of the competition.

e. Aggregate points for the Shield shall count as follows:

	Morning matches Two-Day matches	Morning matches One-Day Matches	After-noon matches
Outright win (maximum)	5	-	-
First innings Win	5	5	5
First Innings Tie	3	3	3
Outright Tie	3	-	-
Draw (first innings not completed), i.e. match abandoned due to weather	0*	0*	0*
Default	0	5	5

\* In the event of all Afternoon or uncovered grades being cancelled, then no points from those teams playing in the covered grades may count towards the Melhuish Shield. A maximum of 10 points can be obtained per two-day match (i.e. 5 points can be earned for a first innings win and a further 5 points for an outright win. It is a maximum of 5 points for a one-day match and 3 points for a Twenty20 match. The Club whose two nominated teams shall have gained the highest aggregate number of points shall be deemed to be the winners of the Shield.

### 3.26. CHALLENGE TROPHY

These trophies are played for in the Premiership and Championship Grades in the One-day competitions on a challenge basis for each match in the round-robin phase. A miniature replica trophy is presented for each match in question with the main trophy being awarded to the holder at the Metro Cricket Awards Evening.

### 3.27. CHAIRMAN'S CUP

- a. This is a knockout 40-over competition played as a lower grade one day game.
- b. Start time is 12.00pm with an interval of 20 minutes between innings.
- c. No bowler can bowl more than 8 overs.
- d. The competition will comprise a knockout series of matches drawn by random ballot by Metro. The first drawn team will host the fixture.
- e. The venue for the final will be determined as in d. or at the discretion of Metro.
- f. A reserve day will be used in the case of a cancellation. In the event of the reserve day being rained-out, the trophy will be shared.
- g. The match balls will be two-piece balls from the Metro approved list.
- h. Selection criteria will involve no more than THREE players from the Morning Grades with no Premiership players and a maximum of two players from the Championship grade. These players must have played 50% of the matches in those grades to date to be eligible to play in any one match. The composition of teams needs to be advised to Metro at least 24 hours prior to the commencement of the match.
- i. 20 overs constitute a match. In the event of the second batting team not having 20 overs available to them, then the match shall be declared a No Result.
- j. In the event of a tie, that team losing the fewest number of wickets shall be declared the winner. At this point, if no winner can be found then the team with the higher score after five overs shall be declared the winner.
- k. If there is a match (that is, 20 overs in the second innings) and the second innings cannot be completed due to light or rain, then the normal method of finding a result shall be used (Section 9.2; page 60).

### 3.28. UMPIRES

- a. Umpires shall be appointed for competition matches by the Canterbury Cricket Umpires' and Scorers' Association. It is the duty of such umpires to report to Metro on any irregularity or breach of the Metro Cricket rules.

- b. The CCUSA will endeavour to appoint umpires to the following grades: Premiership, Premier Women's, Championship and Youth 1st XI Grades. Metro reserves the right to determine appointment grades and competitions.

### 3.29. COMPOSITION OF TEAMS

- a. Seven players constitute a team.
- b. Any team that does not have seven or more players at the ground 30 minutes after the scheduled start time shall be deemed to have forfeited the match by default.
- c. The toss should be made no later than 15 minutes prior to the scheduled start time. If a team has less than seven players at this point, then the full team is considered to have won the toss.
- d. For a team that is late arriving/ starting, one over will be deducted from its batting innings for every four minutes late up to 30 minutes after which they have deemed to have forfeited the match by default.

### 3.30. METROPOLITAN MEN'S AND WOMEN'S PREMIER TEAM OF THE SEASON

This team will be announced at the Metro Cricket Awards Evening. The criteria for selection for this team is based on players' club statistics accumulated over the entire season. The team is made up of twelve players selected as a balanced side of opening batters, upper middle order batters, all-rounders, spin and pace bowlers and wicket-keeper.

### 3.31. HELMET POLICY

It is mandatory that a helmet with a faceguard is worn by ALL cricketers when playing cricket. This includes batting, wicket-keeping (within five metres of the stumps) or fielding within seven metres of the stumps (but excluding fielding behind the stumps on the off-side), and when practising.

### 3.32. BOWLING LOADS

**3.32.1.** All pace bowlers (defined as bowlers where the wicketkeeper would normally stand back) are subject to a limitation of overs allowed to be bowled per day. This rule is made in the interests of player safety and follows extensive research findings.

**3.32.2.** If a player is aged under 17, they will be restricted to a bowling load of six overs in any one spell, and a maximum of 16 overs per day.

**3.32.3.** If a player is aged under 19, they will be restricted to a bowling load of eight overs in any spell, and a maximum of 20 overs per day.

**3.32.4** The following shall apply to players aged under 19:

**3.32.4.1.** At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs as the length of that spell are bowled, from the same end.

**3.32.4.2.** In the event that bad weather or light conditions cause a continuous suspension of play, upon resumption of play a bowler may commence a new spell providing the break from their previous bowling spell is of at least one hour duration.

**3.32.4.3.** A bowler's spell will be deemed to have finished at the end of a day's play and a new spell may be commenced immediately the next day.

**3.32.5.** In the instance where an innings is concluded and a team is asked to follow on, the bowler's normal break between spells will apply.

**3.32.6.** In the event of a bowler inadvertently exceeding the number of overs permitted, any extra balls bowled will be deemed legal deliveries and whatever eventuates, if anything, because of these deliveries, the position will stand.

## 4. MORNING GRADES – MEN

### **PREMIERSHIP, CHAMPIONSHIP, DIVISION 1, DIVISION 2 GRADES**

(Metro Cricket contact:

Tim Murdoch 021 961 782)

### **LOCAL PLAYING CONDITIONS**

#### **4.1. COMMENCEMENT OF PLAY: NAMING OF TEAMS, THE TOSS AND LATE STARTING**

**a.** In Premiership, prior to the toss being made, team Captains shall present to each other, to the official umpires and to the official scorers, a written list of their teams, team card for the first day of the match. Replacement players shall be named on this list if known.

**b.** The playing eleven cannot be changed except when Condition 3.9 applies, or when special circumstances arise at the discretion of Metro.

**c.** If, between the toss and commencement of the match, a replacement player becomes necessary, this can only be made with the permission of the opposing captain.

**d.** In the event of late starting at the commencement of play or after an interval no extra time can be claimed. Any team not ready to commence play at the appointed time will be dealt with by Metro.

## 4.2. COMPETITION POINTS

### a. 2-day matches

How points are allocated	Points awarded
Outright Win	10
1st Innings points	2
Match Tie (2-innings of both teams completed)	5 (+ 1st Innings points)
Match Tie (1st-innings of both teams completed)	1
Draw/no result in the first innings	1
Bonus Batting Points	0.01 for each run scored during the complete match. The batting bonus points for the first innings are forfeited if the batting side bats for more than 60 overs in the first innings. Not applicable below Premiers.
Bonus Bowling Points	0.20 for each wicket taken during the complete match
Additional bonus points for winning outright by an innings	4
Additional bonus points for winning outright by 10 wickets	3
In a match where a team wins a 2-day match by default, the maximum points awarded will be the same as what the team scoring the most points in the round is awarded.	
Additional bonus points for winning outright by 7 wickets or by more than 100 runs	2
In any grade where there is a bye, the team with the bye will be allocated	Maximum number of points available for that round.

### b. 1-day Matches

How points are allocated	Points awarded
Win (+ bonus point)	10 (+1)
A Tie, unfinished or an abandoned match	5
Loss	0
In any grade where there is a bye, the team with the bye will be allocated the maximum points scored for that round	
In a match where a team wins a 1-day match by default, the winning team will score	Maximum number of points scored on that day.

## 4.3. PLAYING TIME LOST

This rule applies when time is lost due to ground, weather, or light. It is the intent of this rule to make up time where possible.

**a. Time lost on the first day** Up to two hours lost on the first day can only be made up at the end of the first day (maximum of one hour) and/or prior to the scheduled start time on the second day (maximum of one hour). Note: Time lost on the first day may not be made up after the scheduled start time on the second day

**b. Time lost on the second day** Up to one hour may be made up only at the end of the day's play, with the final hour starting no later than 6.00pm

**c.** Should playing time be lost during the 1st day, either team may decide to forfeit their first innings. If both teams forfeit, then both teams shall receive half of the available points for the first innings.

**d. Daylight Saving:** When matches are played outside of these hours, the Hours of Play will be 10.00am to 5.30pm. When making up lost time prior to and after the conclusion of daylight savings time, the umpires shall have the authority to abandon play for the day when they consider light conditions are dangerous to both players and umpires.

#### 4.4. OVER RATES – PREMIERSHIP, CHAMPIONSHIP

Play shall continue each day of the match until the completion of a minimum number of overs or until the scheduled cessation time, whichever is the later. The minimum number of overs to be completed, unless an innings ends or an interruption occurs, shall be.

- a. On the first day a minimum of 100 overs a day (or a minimum of 15.4 overs per hour) shall be completed.
- b. On the second day a minimum of 83 overs (or a minimum of 15.4 overs per hour) for playing time other than the last hour of the match.
- c. On the second day, if any of the 83 overs, or as recalculated, have not been bowled when one hour of scheduled playing time remains, the last hour of the match shall be the hour immediately following the completion of those overs.
- d. A minimum of 17 overs shall be bowled in the last hour.
- e. Where a change of innings occurs during the day's play, there shall be a reduction of 2 overs to the minimum number of overs for a change of innings, except where this occurs at the lunch or tea intervals, or at a weather interruption.
- f. If play is suspended, or there is a change of innings, the minimum number of overs to be bowled in the day shall be calculated on whichever of the following two produce the greater number of overs:  
Either permitted playing time remaining in the day (based on 15.4 overs per hour/ 3.9 minutes per over);  
Or, the minimum number of overs agreed for the day, plus any overs gained in previous calculations less the number of overs already bowled and less all allowances
- g. As per Law 12.5, if the minimum number of overs have been completed prior to the scheduled cessation time, on any day but the last, Time will be called if a wicket falls within 2 minutes of the scheduled cessation time.

#### 4.5. PENALTIES

- a. An over rate of 15.4 six-ball overs is desirable in Premiership and Championship and a penalty will be imposed in matches involving officially appointed umpires on any team who fails to achieve this target throughout the duration of the entire match, provided said team have bowled a minimum of 30 overs.
- b. The penalty for any such failure shall be the deduction of points from the offending team on the following basis: 1 point shall be deducted for every 0.5 or part thereof, of an over below the required rate of 15.4 overs per hour. The calculation of over rates shall be made on actual playing time, after allowances are made for the following interruptions only.
  - i. Lunch and Tea interval
  - ii. Intervals between innings
  - iii. Stoppage due to pitch, ground, weather, light and unforeseen delays
  - iv. Injuries to players
  - v. Two minutes for each fall of wicket.
 The maximum total that may be claimed is 18 minutes per innings.
- c. The umpires shall be charged with reminding captains on an hourly basis of their team's progress as far as the number of overs bowled in the previous hour are concerned. The umpires will also be responsible for communicating the days over rate to Metro Cricket via the umpire's report.
- d. These penalties shall occur only in matches where there are officially appointed umpires.
- e. Where there are no officially appointed umpires, both captains have the responsibility of ensuring the over rate is reasonable and that the game advances at a reasonable rate. Both, or either, captains may furnish a report to Metro within 72 hours if over rates are in dispute.

#### 4.6. RECALCULATION OF OVERS (PLAYING TIME LOST)

In any instances where playing time is lost the following shall apply:

Suspension of play will be calculated at one over for every 3 minutes 50 sec lost.

#### 4.7. LAST HOUR OF THE MATCH-17 OVERS REQUIRED

**a.** The Umpires shall indicate when one hour of playing time of the match remains according to the agreed hours of play.

This will commence immediately after the drinks break. The next over after that moment shall be the first of a minimum of 17 overs, provided a result is not reached earlier or there is no interval or interruption of play

**b.** If the 17 overs are completed before time is reached, play will continue until the scheduled finishing time. If at the start of or during the last hour of the match there is an interruption (i. e. A stoppage caused by weather or light or for any other unavoidable cause) or an interval between innings, the overs to be bowled are to be calculated on the following basis:

##### i. Interruptions

In the case of interruptions, deductions must be made from the minimum 17 overs based on one over deducted for every three minutes and 30 seconds of playing time lost. Fractions of minutes not to count. Any over uncompleted at the beginning of any interruption must be completed on the resumption of play and counted as one over.

##### ii. Intervals

For intervals, the remaining overs are to be calculated in two ways and the calculation that allows the greater number of overs to be bowled shall be used. These calculations are: **(a)** As for interruptions, one over deducted for every three minutes and 30 seconds of time lost, or **(b)** One over to be bowled for every three minutes and 30 seconds or part thereof of the time remaining when play recommences after

the interval. **(c)** Where there is a change of innings during the last hour of play of the match, 3 overs for each change will be deducted from the minimum number of overs to be bowled.

#### 4.8. MEN DIVISION 1 & DIVISION 2 2-DAY COMPETITION

##### 4.8.1. PLAYING CONDITIONS

**a.** In Two-day matches, the first innings will be a maximum of 45 overs.

**b.** Follow on: The follow-on total is 100 runs. If the second batting team, at their 45 over declaration, is more than 100 runs behind then the opposition can invite them to follow-on.

**c.** Hours of Play:  
12.00pm–3.00pm  
3.30pm–6.00pm

**d.** If the change of inning is within 30 minutes of the scheduled interval, then tea may be taken.

**e.** A minimum of 90 overs must be bowled by 6.00pm, whichever comes later.

##### 4.8.2. OVER RATES

Play is to be completed on the first day at 6.00pm or after 90 overs, whichever is the later. However, on Day One, should both first innings be completed prior to 6.00pm the close of play for the day shall then be 6.00pm with the only exception being if play is lost to rain when time can be added. The minimum number of overs to be completed, or an interruption occurs, shall be:

**a.** On the first day, a minimum of 90 overs a day shall be completed.

**b.** On the second day, a minimum of 73 overs for playing time other than the last hour of the match when clause 4.6 shall apply

**c.** On the second day, if any of the 73 overs, or as recalculated, have not been bowled when one hour of scheduled playing time remains, the last hour of the match shall be the hour immediately following the completion of those overs.



**d.** Where a change of innings occurs during the days play, in the event of the team bowling second being unable to complete its overs by the scheduled cessation time, play will continue until the required number of overs has been completed.

**e.** Where there is a change of innings during the last hour of play of the match, 3 overs for each change will be deducted from the minimum number of overs to be bowled.

**f.** An over rate of 16.6 overs is required and, if there are officially appointed umpires, a penalty will be imposed on any team that fails to achieve this target throughout the duration of the entire match, provided said team have bowled a minimum of 30 overs.

**g.** The penalty for any such failure shall be the deduction of points from the offending team on the following basis: 1 point shall be deducted for every 0.5 or part thereof of an over below the required rate of 16.6 overs per hour. The calculation of over rates shall be made on actual playing time, after allowances are made for the following interruptions only:

- i.** Tea interval
- ii.** Intervals between innings
- iii.** Stoppage due to pitch, ground, weather, light and unforeseen delays
- iv.** Injuries to players
- v.** Second drinks break in any one session.

**h.** Officially appointed umpires shall be charged with reminding captains on an hourly basis of their team's progress as far as the number of overs in the previous hour is concerned. The umpires will be responsible for communicating the match over rates to Metro.

#### **4.8.3. COMPULSORY DECLARATION**

The first innings of the match is restricted to 45 overs with no limit for any bowler.

#### **4.8.4. PLAYING TIME LOST**

This rule applies when time is lost due to ground, weather, or light. It is the intent of this rule to make up time where possible.

The object is to bowl 90 overs in a day's play and this will still be possible when only one hour or less has been lost in that day.

When more than one hour is lost in a day's play it is accepted that 90 overs in the day may not be possible. Time lost will be made up at the end of that days play as follows:

**a.** Time lost on first day:

**i.** That time to be made up will be a maximum of one hour in total.

**ii.** When time lost on the first day equals one hour or less in total, a minimum of 90 overs must be bowled from the scheduled commencement of play.

**iii.** When time lost on the first day exceeds one hour in total, it is then accepted that a minimum of 90 overs in that day may not be possible and a reduced minimum number of overs are to be calculated in accordance with Condition 4.6.

**b.** Time lost on second day:

**i.** That time to be made up will be a maximum of one hour in total.

**ii.** When time lost on the second day equals one hour or less in total, a minimum of 83 overs must be bowled from the scheduled commencement of play before the last hour can commence.

**iii.** When time lost on the second day exceeds one hour in total, it is then accepted that a minimum of 100 overs in that day may not be possible and a reduced minimum number of overs are to be calculated in accordance with Condition 4.6.

**c.** Should playing time be lost during the first day, and/or the second day, either team may decide to forfeit their first innings.

**d.** When making up lost time at the end of the day's play, the umpires shall have the authority to abandon play for the day when they consider light conditions are unreasonable or dangerous to both players and umpires.

**e.** Forfeiture of innings—see Condition 4.3

## 4.9. ONE-DAY MATCHES SPECIAL CONDITIONS

### 4.9.1. COLOURED CLOTHING

Coloured clothing may be worn. The design, Sponsors logos size and positioning must be submitted to Metro for approval.

### 4.9.2. COMPETITION FORMAT

**a.** On the completion of the round robin phase of the competition, all the teams will be placed from first to last position according to the points obtained in this phase.

**b.** The top four teams will play off in the semi-finals (lv 4,2v 3)

**c.** If two or more teams are equal on points at the completion of the round robin phase, the right to play in the semi-finals will be decided by the team with the higher net run rate. This includes matches that finish as a No Result

**d.** The winner of the semi-finals shall play each other in the final. In the event of a No Result or a tie in the semi-final, the right to play in the final will be allocated to the team finishing in the highest ranked position as determined by 2(b) and (c) above.

**e.** If there is a tie in the Final, the result will be determined by Super Over (see Appendix D).

**f.** In the event of play being abandoned through bad weather, there will be a reserve day as designated by Metro. If there is a No Result achieved on the reserve day, the winner of each grade will be the higher qualifier.

**g.** The matches for the semi-finals will be played at the home ground of the higher placed team as determined by a) to c) above. The Finals for each grade will be played at the home venue of the higher placed team. Metro reserves the right to move these matches to the venue of the second-placed qualifier or a neutral venue.

### 4.9.3. HOURS OF PLAY

**a.** The hours of play shall be as per the table in Condition 2.6.

**b.** The luncheon adjournment of 40 minutes (Tea interval: 30 minutes for Division 2) shall

normally be taken at the completion of the innings of the team batting first. This may be varied on agreement of both captains and the umpires.

**c.** One drinks break is permitted in each session unless umpires/captains decide otherwise. In those matches where the start of play is delayed or when play is suspended: The hours of play shall be extended to 7.30pm, or where it is possible for both sides to bat for 50 overs (45 overs) by 7.30pm by calculation of the time required on the basis of an average of 15 overs per hour, or the expiration of the time so required, whichever is the earlier.

### 4.9.4. BONUS POINT (MORNING GRADES)

The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. Where a side is all out, the number of overs to be used is the maximum number of overs that was otherwise eligible to face.

Where matches are shortened and targets revised, bonus run rates and defensive targets are derived as a function of the revised target score and maximum overs.

### 4.9.5. LENGTH OF INNINGS

**a.** In an interrupted match when the start of play is delayed but where it is possible for both sides to bat for 50 (45) overs by 7.30pm by calculation of the number of overs by 15.4 overs per hour.

**b.** All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours 20 minutes. In the event of them failing to do this, two fewer fielders shall be permitted outside the fielding restriction area in 4.9.9.c for the remaining deliveries. All penalties in this regard will be imposed immediately prior to the start of the over after the scheduled or rescheduled cessation time for the inning has been reached. The full quota of overs will be completed. If the innings is terminated

before the scheduled or rescheduled cut-off time, no over-rate penalty will apply based on the rescheduled cessation time for that innings. The umpire shall inform the fielding captain when taking the field for the first time and every subsequent occasion if play is interrupted by the weather, the cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batter and his fellow umpire of any time allowances as and when they arise. This matter will not be subject to retrospective negotiation, In addition, in all reduced over matches, the fielding team will be given one overs leeway For the avoidance of doubt, one overs leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut-off time. Over-rate penalties apply only to innings of 30 overs or more duration unless a penalty has been applied before 30 overs have been bowled. In innings of less than 30 overs duration, umpires shall apply the penalty run laws for time-wasting especially strictly This is the only penalty for slow over-rate.

**d.** For the purposes of determining whether a team has bowled their overs too slowly (and determining the number overs the team was slow) the umpires shall take the following allowances into account:

- i. actual time taken to retrieve balls over fences or in water.
- ii. actual time taken to treat an injured player on the field.
- iii. actual time taken for an injured player to leave the field.
- iv. actual time taken to dry a wet ball.
- v. time wasting by the batting side.
- vi. any other unforeseen delay the umpires deem was beyond the reasonable control of the fielding team (e.g., regularly stopping play for members of another team with an overlapping boundary to retrieve their ball from within your field of play).

- e. The over in progress at the cessation time shall count as a complete over.
- f. Declarations: The captain of the batting side may not declare his innings closed at any time during the course of the match.
- g. The penalties in this condition shall only be applied by officially appointed umpires.

#### **4.9.6. DELAYED STARTS OR WHEN PLAY IS SUSPENDED**

- a. The object should always be to rearrange the number of overs so that both teams have the opportunity to bat for the same number of overs (minimum 20 overs for each team).
- b. If the number of overs of the side batting first is reduced, no fixed time will be specified for the close of its innings and in the event of the team fielding second failing to bowl, if necessary, the reduced number of overs by 7.30pm, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.
- c. If, owing to a suspension of play during the innings of the team batting second, it is not possible for that team to have the opportunity of batting for the same number of overs as the team batting first, they will bat for a number of overs to be calculated in the following way as in Condition 4.9.3.
- d. The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been out in less than the agreed number of overs or as in Condition 4.9.3.
- e. Where the start of play is delayed, or play is interrupted and the total playing time is reduced to less than six hours, and with prior consent from both team captains, the umpires will vary the length of the break between innings as follows:

Time Lost	Interval between innings
Up to 80 minutes	40 minutes
Between 81 & 140 minutes	35 minutes
Between 141 & 170 minutes	30 minutes
Between 171 & 200 minutes	20 minutes
More than 200 minutes	10 minutes

#### 4.9.7. THE RESULT

Please note: Duckworth Lewis Stem can only be used in matches with officially appointed umpires.

- a. A result can be achieved only if both teams have batted for 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.
- b. All other matches in which one or both teams have not had the opportunity of batting a minimum of 20 overs, shall be declared No Result matches.
- c. In the event of a tie in a round robin competition, each team receives 3 points. In the event of a tie in a semi-final or final, refer to playing condition 4.9.2 (d) & (e)
- d. In the event of a match in progress being interrupted and the number of overs being reduced, the target score for the team batting second will be calculated using the Duckworth Lewis method (if available) using the app(s) approved by Metro Cricket.
- e. In the event of a match in progress being interrupted and the number of overs being reduced, where Duckworth Lewis is not available, the target may be calculated using the formula in Appendix D – Determining a result of a match – 9.2.

#### 4.9.8. NUMBER OF OVERS PER BOWLER

No bowler shall bowl more than 10 (9 in Div 2) overs in an innings. In a match where the start is delayed, and the innings of both teams is restricted from the start to less than 50 (45) overs no bowler may bowl more than one fifth of the total overs allowed. 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.

#### Notes

- 1. Where the total is not divisible by 5, one additional over shall be allowed to the minimum number per bowler necessary to make up the balance.
- 2. 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 insofar as each bowler's limit is concerned.

#### 4.9.9. FIELDING RESTRICTIONS

- a. At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- b. In addition to the restriction above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.
- c. The following fielding restrictions shall apply:
  - i. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres) The semicircles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-yard (4.57 metres) intervals, each 'dot' to be covered by white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
  - ii. During Powerplay 1 (1-10 overs) (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery During Powerplay 2 (11-40 overs), only 4 fielders shall be permitted outside the fielding

restriction area at the instant of delivery During Powerplay 3 (41-50 overs), no more than 5 fielders shall be permitted outside the fielding restriction area at the instant of delivery

**iii.** Powerplay 1 (block of 10 overs for an uninterrupted match (Div 2 9 overs)) shall be at the commencement of the innings. Powerplay 3 (one block of 10 overs for an uninterrupted match), will commence at the beginning of the 41st (37th) over in a normal match.

**iv.** In circumstances when the number of overs of the batting team is reduced, the number of Powerplays shall reduce in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match:

Innings duration	Power play 1	Power play2	Power play 3
20-22	4	12-13	4
23-24	5	14	5
25-27	5	15	5
28-29	6	17	6
30-32	6	18	6
33-34	7	20	7
35-37	7	21	7
38-39	8	23	8
40-42	8	24	8
43-44	9	26	9
45-47	9	27	9
48-49	10	29	10

**v.** Each Powerplay must commence at the start of an over. If play is interrupted during Powerplay 1 and on resumption the total number of Powerplay overs has already been exceeded, then the fielding restrictions will be lifted immediately. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

**vi.** If, following an interruption while Powerplay 2 in progress, it is found the innings resumes in the Powerplay 3, then Powerplay 3 will commence immediately.

**vii.** The umpire shall also indicate to the fielding captain at the start and end of Powerplay.

**viii.** In the event of any infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

**ix.** For the avoidance of doubt, penalties from 4.9.5 (b) override these powerplays.

#### 4.10. TWENTY 20 MATCHES

MCC Laws of Cricket shall apply except as follows:

**a.** Matches will start at the time indicated in the weekly draw with a 10-minute break between innings.

**b.** Each innings will consist of a maximum of 20 Overs, with no bowler bowling more than a maximum of 4 overs. The nominated wicket keeper will not be allowed to bowl.

**c.** Each innings shall be completed within 85 minutes.

**d. Delayed/Interrupted Matches:**  
When playing time has been lost the revised number of further overs to be bowled in the match shall be based on 4.25 minutes per over in the total time remaining in the match. The umpires will take into account the 10 minutes between innings.

Should calculations result in a fraction of an over, the fraction shall be ignored. In the event of the suspension occurring in the middle of an over, the total number of overs to be bowled in the match will be calculated as if that over was completed.

The innings of the batting side will continue at the point of interruption. The revision of overs should ensure that both sides have the opportunity to bat for the same number of overs. If the revised overs calculated result in an odd number of total overs in the match, then one over shall be added, and the result divided in half.

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

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

When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated overs in the playing time available, the number of overs shall be reduced at a rate of 4.25 minutes per over in respect of the aggregated lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

**e.** All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 80 minutes. In the event of them failing to do this, **one fewer fielder** shall be permitted outside the fielding restriction area in 4.11.h for the remaining deliveries. All penalties in this regard will be imposed immediately prior to the start of the over after the scheduled or rescheduled cessation time for the innings has been reached.

The full quota of overs will be completed. If the innings is terminated before the scheduled or rescheduled cut-off time, no over-rate penalty will apply based on the rescheduled cessation time for that innings. The umpire shall inform the fielding captain when taking the field for the first time and every subsequent occasion if play is interrupted by the weather, the cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batter and his fellow umpire of any time allowances as and when they arise. This matter will not be subject to retrospective negotiation. In addition, in all reduced over

matches, the fielding team will be given one overs leeway. For the avoidance of doubt, one overs leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut-off time.

Over-rate penalties apply only to innings of 10 overs or more duration unless a penalty has been applied before 10 overs have been bowled. In innings of less than 10 overs duration, umpires shall apply the penalty run laws for time-wasting especially strictly.

This is the only penalty for slow over-rate.

**f.** If the start of play is delayed or suspended, the hours of play shall be extended to 7.30pm, or where it is possible for both sides to bat for 20 overs.

**g.** The following fielding restrictions apply:

- i.** No more than five fielders can be on the leg side at any time.
- ii.** During the first six overs, a maximum of two fielders can be outside the 30-yard fielding circle (this is known as the Powerplay).
- iii.** After the first six overs, a maximum of five fielders can be outside the fielding circle.

**h.** Law 40 will apply except that the incoming batter must be in a position to take guard or for his partner to be ready to receive the next ball within one minute and thirty seconds of the fall of the previous wicket.

**i.** 5 points allocated for a win, 0 points for a loss, 3 points tie or abandoned game.

**j.** The Result

- i.** A result can be achieved only if both teams have batted for 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.
- ii.** All other matches in which one or both teams have not had the opportunity of batting a minimum of 5 overs shall be declared drawn matches.
- iii.** In the event of a tie, in the round robin, each team receives 3 points. In the event of a tie in the final, a super over will be

bowled. See Appendix D – Determining a result of a match – 9.3.

**iv.** In the event of a match in progress being interrupted and the number of overs being reduced, the target score for the team batting second will be calculated using the Duckworth Lewis Stem method (with officially appointed umpires) using the app(s) approved by Metro Cricket. If there are no officially-appointed umpires, the score may be calculated using the formula in Appendix D – Determining a result of a match – When Duckworth Lewis is unavailable.

**v.** When a team batting first is dismissed prior to batting out its maximum available overs, the total available number of overs at the end of the innings for the calculation of a result is the maximum number of overs that could be bowled in that innings.

**vi.** At the end of the round-robin, placings will be decided by finishing positions on the points table. If two or more teams are equal on points then net run rate will determine finishing positions.

**k.** The venue of the finals will be decided by Metro Cricket.

**l.** There is no reserve day for the Final.

In the case of a No result in the final due to a rain-affected match, the winner will be the highest qualifier.

**m. Rain-affected matches**

**i.** If a match is unable to be completed (That is, not possible for each team to face a minimum of 5 overs), the match is abandoned as No Result.

**ii.** If the match is interrupted or delayed, the calculations should be based on 3.75 minutes per over.

**iii. Where there is a double-header day for Men and Women**, the first games (starting at 10.30am) need to be finished in time for teams to be ready to play the second match. This means that for Match 1, the latest that play can go is 1.45pm. All calculations in Match 1 should work back from this time.

If there is a delay or interruption in Match 2, as per the Handbook, you work back from 7.30pm. The interval between innings is 15 minutes and this duration is not adjustable. This means the start time of Match 1 is no later than 12.52pm. Match 2 must start no later than 6.37pm. This will allow for a 5-over match.

**iv. Where there is a day when only one T20 match is played** (for example mid-week/ Twilight), 9.00pm is the latest scheduled time for the match to finish. Therefore, a match must start no later than 8.07pm. It may be very possible that by 9.00pm the light will be insufficient for any play, but your calculations should be backwards from this time.

**n.** The covering of pitches protocols (see 2.3) should be observed for midweek matches on the same basis as Saturday or Sunday matches.

**o.** Powerplay Table

Overs	PP Overs
5 – 8	2
9 – 11	3
12 – 14	4
15 – 18	5
19 – 20	6

# 5. AFTERNOON GRADES – MEN:

## DIVISION 3-7, MASTER’S AND CAVALIERS GRADES

(Metro Cricket contact: Tim Murdoch 021 961 782)

### 5.1. NO BALL

Conditions 2.11 and 2.11.1 also apply.

- a. In Division 3 only, a bowler is limited to ONE short, pitched ball per over; that is, a ball that passes between the shoulder and the top of the head when the batter is in an upright position.
- b. In Division 4 and below, If a ball pass above the shoulder of the striker standing in an upright position, the umpire shall call a no ball.
- c. There are no free hits in ANY Afternoon Grades.

### 5.2. OVERS

- a. In all matches the one innings of each side shall be restricted to 40 overs, with no bowler being permitted to bowl more than 8 overs in the opposing side’s innings.
- b. Matches MUST start at 1.00pm.  
The toss is to take place 15 minutes prior to the scheduled start time. If you don’t have a representative at the toss, that side forfeits the toss.
- c. Should one team is not ready to commence play at 1. 00pm, they will lose one over of batting time for every four minutes lost. For example, if play starts at 1.12pm, the late team will have 3 7 overs in which to bat.
- d. There must be a minimum of SEVEN players to start a match.
- e. If one team is unable to commence by 1.30pm then that team loses by default.
- f. Each team must complete its innings within two and a half hours.
- g. There is one drinks break per innings unless otherwise agreed by both captains prior to the start of the match.

### 5.3. POINTS

- a. Where a team wins by default, points awarded to such a team are to be the maximum number of points awarded in that round.
- b. Where a match is deferred for whatever reason after the agreement of Metro and both captains, that match must be played under the same conditions as the round of play in that grade which the match was originally scheduled.
- c. In a No Result match, each team will receive 3 points.

#### d. Points

Win	5 points
Tie , cancelled or abandoned	3 points
Loss	0 points

### 5.4. LATE ARRIVAL

If a player arrives late and after the designated start time to a men’s afternoon grade match, that player has full playing rights immediately on arrival. Out of courtesy, the opposition captain is to be informed of the late arrival at the toss.

### 5.5. FITNESS OF PITCH AND GROUND

If there is no agreement between the two captains that that the match can start or recommence in safe conditions, then the match should not proceed. The Metro Club Contact should be consulted. If not, Metro may declare the game to be drawn, or abandoned. Metro reserves the right to rule on fitness of conditions in the game or games under dispute.

### 5.6. MASTERS/PRESIDENTS GRADE

#### 5.6.1. MASTERS GRADE

##### Fielding Restrictions

##### **Leg side**

At the instant of delivery, there may not be more than 5 fielders on the leg side nor 2 fielders behind square leg.



**Inner Ring**

At the instant of delivery

**1. Overs 1-8.** A maximum of two fielders are allowed outside the inner ring.

**2. Overs 9-40.** A minimum of 6 fielders are to be inside the inner ring.

**Hours of Play**

First Innings 1.00pm to 3.35pm

Interval 3.35pm to 3.55pm – the interval can be shortened with the agreement of both captains.

Second Innings 3.55pm to 6.30pm

**Closing time**

For the purpose of determining the number of overs to be bowled in a match which has a late start for any reason, the closing time for each match shall be 6.30pm.

**Game Tempo**

Teams are reminded to maintain an acceptable tempo during the match.

Overs should take approximately 4 minutes to bowl in order to finish each innings in 2 hours 35 minutes. Time spent setting fields, moving between overs and batters and bowlers getting ready to play should be minimal.

**5.6.2. SPECIAL CONDITIONS**

**a.** There will be one complete round (dependant on team entries) played for the major trophy. Thereafter, if/when the teams are split into two sections, they will play for the minor trophy.

**b.** Any missed game due to rain will be replayed.

**c.** Age guidelines: In this grade all teams must take the field with a minimum of NINE players over the age of 35 years.

**d.** If a team cannot comply with this condition, dispensation may be granted by Metro. Failure to comply with this will result in loss of points.

**e.** If a player is injured, during the match, that player, when batting is entitled to have a runner if such an injury prevents him from running freely.

**5.7. CAVALIERS TWENTY20 GRADE SPECIAL CONDITIONS**

**a.** Start time is 2.00pm with matches to be completed by 6.00pm. There is a ten-minute interval between innings.

**b.** Each team will comprise NINE players.

**c.** Each innings should comprise 20 overs or when 8 wickets have been taken.

**d.** A batter must retire at the end of the over in which he scores 40 runs.

**e.** A batter who retires may return at the fall of the last wicket.

**f.** If there is more than one retired batter, the batters resume their innings in the order that they retired; that is, the batter who retired first returns to continue his innings first.

**g.** No bowler can bowl more than 4 overs.

**h.** Once a bowler takes 3 wickets in the innings, he may complete the over. Thereafter he cannot bowl in the match.

**i.** There must be a minimum of 3 fielders on each side of the pitch.

**j.** Metro approved balls must be used but it is not necessary to have a new ball.

**k.** Normal law applies regarding no balls and wides. There are no "free hits".

**j.** If a player is injured, during the match, that player, when batting is entitled to have a runner if such an injury prevents him from running freely.

**k.** Dress: Provided the team wears a uniform dress, alternate clothing of a sporting nature can be worn, i.e whites are not compulsory but can be worn. Matching track pants and shirts can be worn. However, a tidy standard of dress is requested.

## 6. YOUTH CRICKET

### CANTERBURY SCHOOLS 1STXI COMPETITIONS, 2ND GRADE, YOUTH OPEN, YEAR 10 AND YEAR 9 GRADES

(Metro Cricket contact: Tim Murdoch  
021 961 782)

#### LOCAL PLAYING CONDITIONS

It may be a requirement by Metro that coaches/ managers of teams in Canterbury Schools 1st XI grades are to brief the combined teams on what constitutes unacceptable behaviour as stated in Section 8, Code of Conduct (Appendix A) in Metros Handbook. This should take place, when required, before 10.15am and the start of play. A full summary of the playing conditions for each Youth Grade ( including declaration cricket ) can also be found on the CMCA website under Youth Cricket.

#### 6.1. 1ST XI GRADES/ COLTS GRADE

- a.** Hours of Play:  
10.30am – 1.00pm  
1.40pm – 3.40pm  
4.00pm–6.00pm
- b.** In Two-day competitions, a minimum of 100 overs must be bowled in a day. Coaches, captains should be vigilant that the end of the days play is 6.00pm or 100 overs, whichever comes later.
- c.** In Two-day matches, the last 17 overs shall start after the bowling of 83 overs or drinks at 5.00pm, whichever comes later.
- d.** Where there is a change of innings during the last hour, 3 overs shall be deducted from the minimum overs to be bowled.
- e.** When the Canterbury Secondary School Athletic Sports are held, any named 1st XI player who is participating in the Sports, has full playing rights immediately upon his return.
- f.** Any 1st XI player who is sitting an academic exam on the day of play has full playing rights immediately upon his return.

**g.** The opposition captain and coach must be informed of these circumstances 30 minutes prior to the scheduled start time.

**h.** Power plays apply in these grades for Oneday competitions; for Conditions, see page 34 Condition 4.9.9.

#### 6.2. PLAYING NUMBERS

**a.** In all grades, including 1st XI, a team may have 12 players involved in the match with no more than 11 on the field of play at any one time.

**b.** The opposing captain and coach should be informed 30 minutes prior to the scheduled start of play

#### 6.3. BONUS POINT FOR 1ST XI GRADES, COLTS GRADE

For one-day format, see Condition 4.9.4 to gain a bonus point a team must pass the oppositions total in four-fifths (80%) of the overs available, or dismiss the opposition inside four-fifths of their total Example 1: In a 50 over match, Team A scores 200 runs; Team B scores 201 on 38.4 overs (inside 4/5ths of the overs) and claims a bonus point. Example 2: In a 40 over match, Team A scores 200 runs; it must dismiss Team B for less than 160 runs (4/5ths of 200) to claim the bonus point.

**b.** For two-day format, see Condition 6.15.

#### 6.4. ALL 2-DAY MATCHES WHERE THERE IS NO PLAY ON THE FIRST DAY

If there is no play at all on the first day of a 2-day game due to weather and ground conditions grades shall play under the following conditions:

- a.** Canterbury Schools 1st XI Grades and Year 9A will play under the same conditions as Premier Grade Men. (See Condition 4.5)
- b.** Starting times shall be as normal for a 2-day match.

## 6.5. BOWLING RESTRICTIONS FOR PLAYERS UNDER 19 AND UNDER 17

- a.** In Canterbury Schools 1st XI Competition 2-day games any pace bowler (non-spinner) has a maximum of 6 overs per spell and 16 overs maximum in any one day. At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs have been bowled from the same end, eg a player bowling a six over spell cannot bowl again until six overs have been completed from the same end. (This includes the immediate change of bowling ends.)
- b.** In Canterbury Schools 1st XI Competition one-day matches, all bowlers can bowl a maximum of ten overs.

## 6.6. OWN ARRANGEMENT GAMES

### Two-day competition

- a.** If the round is cancelled, no points are available.
- b.** If the round goes ahead on the Saturday, but there is no play due to rain in the own arrangement match, 50% of the highest number of points scored on the Saturday match would be available to each of the own arrangement teams affected.
- c.** If both Saturdays are washed out and there was a No Result, and the own arrangement match is played, the Saturday teams would each be awarded 50% of the highest number of points scored in that round.
- d.** If the own arrangement match is played (between those Saturdays or at another date) then normal points would be available.

### One-day competition

- a.** If the round cancelled, 3 points are allocated to all teams
- b.** If matches get underway then one match must have a result. At that point, the winner of the own arrangement match gets normal points.

**CMCA Management reserves the right to provide compensation by way of points, should any unforeseen weather or ground conditions impact on rounds where teams are playing own arrangement fixtures.**

## 6.7. COVERS

Covers are required for 1st XI Championship, Bowl, Colts, Cup and Plate Grades.

## 6.8. 2ND GRADE

- a.** Start time is 12.30pm
- b.** Format is 40 overs with a bowling limit of 8 overs per bowler. A seam bowler (that is, a non-spinner) can bowl no more than 6 overs in any one spell.
- c.** Each 40-over innings should take no longer than 2 hours and 30 minutes.

## 6.9. YOUTH TWENTY20 GRADE

- a.** Over Limit: 20 overs per team and a maximum of four overs per bowler
- b.** Wides and No Balls: Foot-fault no balls and wides are rewarded with one run plus whatever is scored off the no ball. There are NO free hits. No extra balls are required to be bowled, unless it is the twentieth over of the innings. In the twentieth over, all no balls and wides must be re-bowled until the over is completed.
- c.** Start time is 4.30pm
- d.** Team numbers: 9 players
- e.** Each innings shall consist of 20 overs or when 8 wickets have fallen.
- f.** A batter must retire at the end of the over in which he reached 40 runs. However, a batter may return once the rest of the team has batted.
- g.** Bowlers - Once a bowler has taken three wickets, he may complete his over but cannot bowl again.
- h.** Fielders — There must be a minimum of 3 fielders on each side of the wicket.
- i.** Ball — a Metro-approved ball must be used but it is not necessary to use a new ball.

## 6.10. YEAR 10 GRADE

- a.** The start time for this grade is 12.30pm and should be completed by 6.00pm
- b.** Coaches, managers and/or team captains are responsible for ensuring the match progresses at a reasonable pace with minimal and brief drinks breaks.

- c. In Year 10 Grade, +0-over innings should take no longer than two hours and 30 minutes.
- d. The same rules as Metro afternoon club cricket of 40 overs apply. There is a maximum of 8 overs per bowler and no bowler can bowl more than 6 overs in one spell.

### 6.11. YEAR 9A GRADE

- a. 12.30pm – 5.50pm 40 overs per side
- b. In a one-day match, the duration of 1st innings: 12.30am– 3.00pm; the duration of 2nd innings: 3.20pm–5.50pm
- f. Bowling Limits: 6 overs per bowler; 4 overs maximum in a spell for pace bowlers.
- g. Balls: Two-piece ball from Metro list of approved balls. Weight: 156 gms
- h. Limitation of overs for pace bowlers (see Condition 6.20)
- i. Bonus points see Condition 6.15.

### 6.12. YEAR 9B GRADE

- a. Start time is 12.30pm and the match should be finished by 6.00pm.
- b. Each innings will be 35 overs with a maximum of 5 overs per bowler. Each innings should be completed in 2 hours 15 minutes with 10 minutes for the change of innings. The duration of 1st innings: 1.00pm–3.15pm; the duration of 2nd innings: 3.25pm–5.40pm.
- c. In order to speed up play, 5 overs should be bowled consecutively from each end.
- d. Balls: Two-piece balls as determined in 6.19)
- e. Wides: Wides are subject to the judgment of the umpire. In 1-day cricket if the ball passes sufficiently wide of the off stump to make it impossible for the striker to play a normal cricket shot from his normal guard, a wide shall be called. If the ball pitches outside leg stump and moves further away on the leg side a wide shall be called. The maximum number of balls in an over in this grade is 8.
- f. No balls: A free hit follows a foot fault no ball.

### g. Batting:

- i. A team will be divided into 3 batting pods. Pod A 1–4, Pod B: 5–8, Pod C: 9–11/12
- ii. Each game the pods rotate, eg. Game 1—the order will be A, B, C Game 2—the order will be B, C, A Game 3—the order will be C, A, B
- iii. Flexibility of the batting order within the pod is permitted, eg. Pod A– A boys batting number in the order could be 3, 11 and 6 Pod B–7, 1 and 10
- iv. Replacements will bat in the pod of the person they are replacing, eg. If a boy is in Pod B in week 1 and does not play in week 2 then the replacement player will bat in Pod B for week 2
- v. Teams are advised to distribute their 'stronger' batters evenly throughout the pods. Eg the top 3 batters to bat in each of the 3 pods and not in the same pod.

### 6.13. YEAR 9C GRADE

- a. This grade starts at 12.30pm and should finish by 4.30pm.
- b. Team numbers: 8 aside
- c. Over Limits: 20 overs per side
- d. 4 overs per bowler
- e. 6 ball over maximum
- f. No balls and wides are rewarded with 2 runs. No extra balls are bowled, unless it is in the 20th over of the innings. In the 20th over, all no balls and wides are bowled until the over is completed. A free hit follows a foot fault no ball.

### 6.14. UMPIRES

All umpiring in all grades must be done by the players who are participating in the match, unless officially appointed umpires are provided, or Metro advise differently

## 6.15. POINTS

### 2-day matches – Canterbury Schools 1st XI and Year 9A

How points are allocated	Points awarded
Outright Win	10
1st Innings Points	2
Match Tie (2-innings of both teams completed)	5 (+1st innings points)
Match Tie (1st-innings of both teams completed)	1
Bonus Batting Points	0.01 for each run scored during the complete match. The batting bonus points for the first innings are forfeited if the batting side bats for more than 60 overs in that innings.
Bonus Bowling Points	0.20 for each wicket taken during the complete match
Additional bonus points for winning outright by an innings	4
Additional bonus points for winning outright by 10 wickets	3
Additional bonus points for winning outright by 7 wickets or by more than 100 runs	2
In any grade where there is a bye, the team with the bye will be allocated	The maximum points scored in that round
In a match where a team wins a 2-day match by default, the winning team will be awarded a minimum of 12 points, plus the maximum bonus points scored by any other team in the grade. However, the maximum points awarded will be no more than the team scoring the most points in the round.	

### 1-day Matches – Canterbury Schools 1st XI, 2nd Grade and Year 9A

How points are allocated	Points awarded
Win (+bonus point)	5 (+1)
Loss	0
Tie or no result	3

### Afternoon Section B and C Grades Twenty/20

How points are allocated	Points awarded
Win	5
Loss	0
Tie or no result	3

### Declaration Cricket

How points are allocated	Points awarded
Win	10
Tie	5 each
Loss	0
Winning Draw	4
Losing Draw	2
No Result	5 each

**Winning/Losing Draw:** *the team which has achieved the higher run rate will earn a winning draw and the team with the lower run rate a losing draw. The run rate will be calculated by dividing the runs scored by the overs/balls faced.*

## 6.16. FOLLOW-ON

In 2-day matches, a team batting second may be asked to follow on if it is dismissed 100 runs or more behind the opposition's total on the first innings. Additional bonus points for winning 4 outright by an innings

## 6.17. FIELDING RESTRICTIONS

In Canterbury Schools 1st XI Grade there will be Field Restrictions (See Condition 4.9.9). It is accepted that the circle does not have to be drawn on the field but all attributes of the rule will apply.

## 6.18. USE OF HELMETS

**a.** All Under 19 players—It is mandatory that a helmet with a faceguard is worn by ALL cricketers under 19 when playing cricket. This includes batting, wicket-keeping (within five metres of the stumps) or fielding within seven metres of the stumps (but excluding fielding behind the stumps on the off-side), and when practising.

**b.** A protective helmet, when not in use by a fielder, shall be placed behind the wicketkeeper and in line with both sets of stumps. If the ball strikes the helmet, it becomes dead and 5 points shall be awarded to the batting side. This is in addition to the penalty for a no ball or a wide or any runs completed by the batter prior to the ball striking the helmet (Law 28.3)

## 6.19. BALLS

**a.** Two-day competitions: a four-piece ball must be used in 1st XI Championship (Kookaburra Regulation), Cup (Kookaburra Senator), Bowl (Kookaburra Senator) and a two-piece ball in the Year 9a Grade (Kookaburra Red King, Practice, Crown).

**b.** One-day competitions: in 1st XI Championship, a four-piece, white Kookaburra Club Match 156gm will be used. In 1st XI Cup, Bowl and 2nd Grades, a white Kookaburra Senator 156gm will be used. In all other Youth Grades, a two-piece orange Kookaburra ball shall be used from the approved list (see Condition 2.9)

**c.** All Youth Grades will use 156gm balls with the exception of Year 9 in Term 1 who will use a 142 gram ball.

## 6.20. LIMITATION OF OVERS FOR PACE BOWLERS (DOES NOT APPLY TO SPINBOWLERS)

**a.** All pace bowlers (defined as bowlers where the wicket keeper would normally stand back) are subject to a limitation of overs allowed to be bowled per day. This rule is made in the interests of player safety and follows extensive research findings in both New Zealand and Australia. Coaches are asked to apply the rule strictly and not try to avoid it by bringing up the wicket keeper artificially. Player safety must be placed as the highest priority.

**b.** In Year 9A one-day games, there will be a maximum of 4 overs per spell and a maximum of 6 overs in any one day.

## 7. WOMEN'S CRICKET

### LOCAL PLAYING CONDITIONS

(Metro Club Cricket contact:  
Tim Murdoch 021 961 782)

#### 7.1. UMPIRING

##### 7.1.1. PREMIER GRADES

Unless there are officially-appointed umpires, all umpiring is to be carried out by players. Younger players are encouraged to umpire as their experience dictates. Prior to the start of the season Metro will hold a basic umpiring course. All players are encouraged to attend. Premier team captains are required to complete umpire reports and file these within the prescribed time frame.

##### 7.1.2. DIVISION 1

Umpires will be player-umpires unless by mutual agreement of captains or team coaches prior to the match.

While the player-umpire may be given guidance about the decision, the player-umpire is to make the final decision and indicate the decision to the scorer by the appropriate gesture for a bye, leg bye and so on.

##### 7.1.3. DIVISION 2 (FORMERLY U16)

Umpires will be the player with the coach/manager aiding her. While the player-umpire may be given guidance about the decision, the player-umpire is to make the final decision and indicate the decision to the scorer by the appropriate gesture for a bye, leg bye and so on.

#### 7.2. FAST SHORT PITCH BOWLING

Local playing condition 2.11 shall only apply to Premier Grade Women's games and not to any other women's grades. In all Women's grades except Premier Women if a short-pitched ball passes over shoulder height of the striker standing upright at the crease, the umpire shall call and signal no-ball.

#### 7.3. BONUS POINTS

These are available in Women's Premier, Division I and Division 2.

**a.** A team may gain a bonus point by passing the oppositions total in 4/5ths (80%) of the overs available, or by dismissing the opposition under 4/5ths of the total of your team. Example 1: In a 50-over match, Team A scores 200 runs. Team B scores 201 in 38.4 overs and gains a bonus point. Example 2: In a 30-over match, Team A scores 110 runs; to gain a bonus point it must dismiss/restrict Team B to a score under 88 runs (less than 4/5ths of the total).

Note:

**b.** There are no losing bonus points.

**c.** There are no bonus points available in Twenty20 matches.

#### 7.4. SCOREBOOKS

Players' surnames **MUST** be used in the scorebook. It is unacceptable to use solely the Christian name. A combination of both is permitted e.g. Z Smith or Zoe Smith but not Zoe.

#### 7.5. PREMIER WOMEN'S GRADE SPECIAL CONDITIONS

##### 7.5.1. PLAYER ELIGIBILITY

**a.** Each Premier team may not play more than three players in any match if such players have played List A cricket for another major association in the previous and current season. Players in tertiary education are exempt. **If a club has any doubt on this rule, consult with CMCA.**

**b.** No representative from any other Association may play in grades lower than Premier Grade.

**c.** The 40% eligibility rule (see 3.10) applies to semi-finals and finals.

**d.** CMCA reserves the right to grant dispensation to a player in exceptional circumstances.

##### 7.5.2. COVERS

The use of covers will apply (see Condition 2.3).

### 7.5.3. POINTS

How points are allocated	Points awarded
Win (+bonus point)	5 (+1)
Loss	0
Tie or abandoned	3

Where a team has a bye, maximum playing points shall be awarded to the team for that round of play This will not include bonus points.

Where a team wins by default, points awarded to such team for that win shall be the equivalent of the maximum points gained by any other team in that grade and in that round.

### 7.5.4. HOURS OF PLAY

Refer to the hours of play in the table under Condition 2.6.

## 7.6. PREMIER WOMEN'S GRADE – 1-DAY COMPETITION

Except as mentioned below, the playing conditions for 4.9 One-Day Matches shall apply.

### 7.6.1. COMPETITON FORMAT

- a.** At the end of the round- robin competition the top two placed teams will advance to the final. No points are to be carried forward to this match.
- b.** The team which wins the final shall be the winner of the Premier Grade Cup. In the event of a No Result match being achieved in the final, the Cup will be awarded to the team finishing with the highest number of points from the round robin competition.
- c.** The final will be played at a venue designated by Metro.

### 7.6.2. LENGTH OF INNINGS

4.9.3 and 4.9.5 shall apply, except:

- a.** the average rate of 15 overs per hour is to be replaced by the average rate of 16 overs per hour
- b.** the latest finish time of 7.30 is to be replaced by 7.00pm

### 7.6.3. FIELD RESTRICTIONS

**7.6.3.1.** At the instant of delivery, there may not be more than five fielders on the leg side.

**7.6.3.2.** In addition further fielding restrictions shall apply to certain overs in each innings. The nature of such restrictions and the overs during which they shall apply are set out in the following paragraphs.

**7.6.3.3.** The following fielding restrictions shall apply:

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer Appendix 1). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at five yard (4.57 metres) intervals.

At the instant of delivery:

- a.** Powerplay 1:–(block of 10 overs for an uninterrupted match) no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive
- b.** During non Powerplay overs, no more than four (4) fielders shall be permitted outside this fielding restriction area.

**7.6.3.4** In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.



Innings Duration	Powerplay 1
20-22	4
23-27	5
28-32	6
33-37	7
38-42	8
43-47	9
48-49	10

**7.6.3.5.** Each block of Powerplay Overs must commence at the start of an over. If following an interruption, on resumption the total number of Powerplay 1 Overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note: that this is the only circumstance under which the Powerplay status can be changed during an over.

**7.6.3.6.** In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal "no ball".

**7.6.3.7.** Delayed starts or when play is suspended 4.9.6 shall apply except:

- a. the average rate of 15 overs per hour is to be replaced by the average rate of 16 overs per hour
- b. the latest finish time of 7.30 is to be replaced by 7.00pm

**7.6.3.8.** 4.9.5(b) shall apply, but "two fewer fielders" shall read as "one fewer fielders" and "3 hrs 20 minutes" shall read "3 hours 10 minutes".

## 7.6.4. FINALS

At the end of the round- robin competition the top two placed teams will advance to the final. No points are to be carried forward to this match.

## 7.7. TWENTY20 CRICKET

Except as mentioned below, the playing conditions for 4.10 Twenty 20 Matches shall apply

## Fielding

- i. No more than five fielders can be on the leg side at any time.
- ii. During the first six overs, a maximum of two fielders can be outside the 25-yard fielding circle.
- iii. After the first six overs, a maximum of four fielders can be outside the fielding circle.

## 7.8. FOUR TWENTY FIZZ (KIRSTY BOND SERIES)

Except as mentioned below, this should be played to the same conditions as 7.7

- a. This a 40-over match divided in four innings.
- b. Team A bats for a maximum of 20 overs (end of innings)
- c. Team B bats for a maximum 20 overs (end of innings)
- d. Team A bats again with the not out batters from the earlier innings continuing followed by those batters who did not bat in the first innings. Those batters dismissed in the first innings then follow in the order of their dismissal to the maximum of 10 wickets.
- e. Team B repeats the process as in d until the match is concluded.
- f. No bowler can bowl more than four overs in each innings (that is, a total of eight overs).
- g. Points Win 5 points  
Tie/ No result 3 points each

## 7.9. CODE OF BEHAVIOUR

- a. The basis of this Code lies in The Preamble to the Laws of Cricket which deals with The Spirit of the Game.
- b. Both Division 1 and Division 2 grades are to be regarded as development grades and, as such, there is a strong expectation that the older players involved will provide encouragement and guidance during the match.
- c. Metro expects teams to play with energy and enthusiasm in a competitive manner but not at the expense and detriment to the development of the younger players.
- d. Metro expects players, coaches and managers to show sensible leadership and

judgment when young players of lesser ability are pitted against stronger, more able players during the course of a match.

### 7.10. PLAYING CONDITIONS FOR DIVISION 1 (UNDER 19)

Please note that this is a development grade in which participation is the primary goal.

### CONDITIONS FOR 30-OVER COMPETITION (PHYL BLACKLER/ TRUDY ANDERSON SERIES):

- 1.00pm start time
- Breaks in play
  - drinks may be taken after 17 overs
  - change of innings will be 20 minutes
- 1. Teams will comprise of 9 players. If a team has more than 9 players, an extra player may play as a designated batter or bowler (indicated prior to the match), but there can be no more than 9 players in the bowling side on the field at any one time.
- 2. Each over will comprise 6 balls (with a maximum of 8 balls) apart from the final over which will be played out as per law
- 3. No bowler may bowl after taking 5 wickets but she will complete that over in which the 5th wicket was taken; any additional wickets taken in that over are deemed to be out.
- 4. No bowler may bowl more than 7 overs with no more than 6 overs in one spell.
- 5. Other than fielders in the recognised slips area, no fielder can be within 10 metres of the batter on strike (that is, about half the pitch length).
- 6. Umpires will be player/umpires unless, by mutual agreement of captains or team managers prior to the game.
- 7. While the player-umpire may be given guidance about the decision, the player-umpire is to make the final decision and indicate the decision to the scorer by the appropriate gesture for a bye, leg bye, wide, dismissal et al.
- 8. The ball should be a new/good quality ball from the official list. Springloaded stumps are to be used on 18m pitches.

### CONDITIONS FOR TWENTY20 COMPETITION (DEBBIE HOCKLEY SERIES):

1. 1.00pm start time with a 20-minute break between innings
2. Teams will comprise of 9 players
3. No bowler can bowl more than 4 overs
4. Each over will comprise 6 balls (with a maximum of 8 balls) apart from the final over which will be played out as per law

#### 7.10.1. POINTS

How points are allocated	Points awarded
Win	5
Loss	0
Tie or abandoned	3
Bye equivalent of maximum earned in the round.	
Win by default equivalent of maximum earned in the round.	

### 7.11. PLAYING CONDITIONS FOR SOCIAL 8 TWENTY20 (SUE BROWN SERIES) CONDITIONS FOR TWENTY20 COMPETITION:

1. 2.00pm start time with a 20-minute break between innings
2. Teams will comprise of 8 players
3. No bowler can bowl more than 5 overs
4. No bowler can take more than 4 wickets (but may complete the over in which the fourth wicket is taken). Any additional wickets taken are deemed to be out
5. A batter who scores 50 runs must retire immediately but may return once the rest of the team has batted. Once the last partnership is broken, the teams innings shall cease.
6. Each over will comprise 6 balls (with a maximum of 8 balls) apart from the final over which will be played out as per law
7. There can be no more than 4 fielders on one side of the wicket and no more than 2 fielders behind square leg.

<b>8. How points are allocated</b>	<b>Points awarded</b>
Win	5
Loss	0
Tie or abandoned	3
Bye equivalent of maximum earned in the round.	
Win by default equivalent of maximum earned in the round.	

## 7.12. PLAYING CONDITIONS FOR WOMEN DIVISION 2 (U16) (SHIRLEY COWLES SERIES)

### General

**a.** This grade is recommended to Year 9-10-11 girls as at the start of the season (that is, October 1 of that year). That is, we encourage a player to complete her season in March with her Year 7-8 CJCA team. Under special circumstances Year 8 girls are permitted to play in this grade however it is preferred they play their cricket within the younger age group.

**b.** CMCA reserves the right to change the conditions of this grade at any time dependant on grade nominations or any other circumstance.

**c.** Please note that this is a development grade in which participation is the primary goal.

### **CONDITIONS FOR 25-OVER COMPETITION**

▪ 9.00am start

▪ Breaks in play

– change of innings will be 10 minutes

**1.** Teams will comprise of 9 players. The pitch length for this grade shall be 18 metres. If a team has more than 9 players, an extra player may play as a designated batter or bowler (indicated prior to the match), but there can be no more than 9 players in the bowling side on the field at any one time.

**2.** Use of covers

Wherever possible, covers (and hessian) should be used in this grade. They must be removed by 7.30am on the day of the match. The host club is responsible for the covers.

**3.** Ball: A new or good quality used two-piece ball must be used from the CMCA-approved list of Kookaburra balls.

**4.** Bowling: Each over will comprise 6 balls (with a maximum of 8 balls) apart from the final over which will be played out as per Law. 5 consecutive overs can be bowled from the same end to help speed up play.

**5.** No bowler may bowl after taking 5 wickets but she will complete that over in which the 5th wicket was taken; any additional wickets taken in that over are deemed to be out.

**6.** No bowler may bowl more than 4 overs.

**7. Batting:** There is a 3 ball grace period for all batters. Any batter who faces 35 balls must retire immediately but may return at the fall of the last wicket. Batters dismissed during their grace period may not return.

**8.** Other than fielders in the recognised slips area, no fielder can be within 10 metres of the batter on strike (that is, about half the pitch length).

**9. Safety** -All batters must wear a helmet. If the wicket-keeper is standing up at the stumps, she must wear a helmet.

**10.** Umpires will be player/umpires unless, by mutual agreement of captains or team managers prior to the game.

**11.** While the player-umpire may be given guidance about the decision, the player-umpire is to make the final decision and indicate the decision to the scorer by the appropriate gesture for a bye, leg bye, wide, dismissal et al.

**12. Wides** The wide lines are the normal return crease.

**13.** A wide and a no ball is worth one run. There are no free hits.

**14.** The ball should be a new/good quality ball from the official list.

**15. ENERGY BOOST** Like a power play, an Energy Boost occurs in the final two overs of each innings. The opening batters from the fielding team leave the field and begin to pad up and prepare for the innings change over. This has two objectives;

- batting team can change strategy knowing there are two less fielders.
- reducing the downtime between innings, as opening batters are already prepared to start.

## 8. CODE OF CONDUCT

### 8.1. INTRODUCTION

- a.** This Code of Conduct ("Code") shall apply to all competitions subject to Christchurch Metropolitan Cricket Association ("CMCA") playing conditions.
- b.** The New Zealand Cricket ("NZC") Code of Conduct shall apply to all District representative matches.
- c.** For the purposes of this Code of Conduct:
  - i.** "Club Official(s)" means the Chairman, President, Secretary or other person holding an official position within a CMCA Club;
  - ii.** "Team Official(s)" shall include without limitation any team manager, team cricket manager, or team coach appointed by a CMCA club to manage and/or coach a team participating in a match;
  - iii.** "Umpire" shall mean an umpire appointed by the Canterbury Regional Cricket Umpires and Scorers Association Incorporated to stand as an umpire in any match. For the avoidance of doubt this does not include players who are participating in a lower grade match and who are from time to time presiding as umpires during that match.

### 8.2. COMMISSIONERS

- a.** Prior to 1 September each year CMCA will nominate and have approved by the Board, sufficient Club Commissioners to hear and decide on any reports of alleged breaches of Rules 8.3 a, b or c below.
- b.** For the purposes of nominating, approving and appointing Commissioners, the Board will have regard to the need for such Commissioners to conduct enquiries into alleged breaches of the Code of Conduct in a quasi-judicial manner in accordance with the rules of natural justice, and for the Commissioners to have an adequate understanding of the Laws of Cricket, and that it is in the best interests of the game to dispose of any alleged breaches of the Code in a fair and timely fashion.

- c.** Two Commissioners shall be appointed on each occasion to conduct enquiries into any alleged breach of the Code of Conduct. If two Commissioners cannot be contacted within any of the time limits herein stated then contact may be made with the CMCA General Manager, his/her nominee or the Chairman of the CMCA Board.
- d.** The Commissioners shall have a discretionary power to extend all time limits under this Code, whether or not the time limit has passed.
- e.** CMCA shall be responsible for maintaining a register of all reports, appeals and decisions taken, and circulating these decisions to all Commissioners from time to time.

### 8.3. RULES OF THE CODE

- a.** Players and team officials must not indulge in unacceptable behaviour on any part of a cricket ground including the field of play. Appendix A sets out a non-exhaustive list of examples of unacceptable behaviour, and how they should be addressed.
- b.** Players must not infringe the rules relating to advertising on cricket clothing and equipment (**refer to rule 3.14**).
- c.** Players and team officials (including any person holding any official position within cricket) must not make any public announcement or media comment or engage in any act, omission or conduct prejudicial to the interests of cricket or which may bring the game of cricket or any cricketer or group of cricketers into disrepute.

### 8.4. ELIGIBILITY TO LODGE A REPORT

- a.** An alleged breach of any Rules in 8.3 may be reported by:
  - i.** One or both umpires or
  - ii.** the Chairman of CMCA Board ; or
  - iii.** the General Manager of CMCA ; or
  - iv.** a CMCA staff member ;or
  - v.** the team captain , and the relevant Club Official or Team Official, jointly

- b.** No alleged breach of Rules 8.3(a) or (b) shall be reported by any of the persons referred to in 8.4(ii)-8.4(v), above unless they have first consulted with the Umpire or Umpires in respect of any on-field conduct or behaviour that is alleged to have breached this Code. For the avoidance of doubt, notwithstanding the requirement to consult with the Umpire or Umpires before making a report, the decision as to whether a report shall be made shall remain that of the person named in Clause 8.4(a) above.
- c.** All reports of an alleged breach or breaches of the code must be in writing in the form set out in Appendix B, or substantially in compliance with such form, stating the level of offending alleged.
- d.** The report alleging the breach must be submitted no later than 4.00pm on the first working day after the alleged breach has occurred.

## 8.5. REPORTS-PROCEDURE

- a.** Alleged infringements of this Code shall be dealt with in accordance with the following procedures.
- b.** Where any person entitled to do so wishes to report an alleged breach of Rules 8.3(a) to 8.3(c) they shall complete a written report in the form attached at Appendix B ("Code of Conduct Report") and provide this to the CMCA Operations Manager by 4.00pm on the first working day after the alleged breach has occurred.
- c.** Notwithstanding the above, if a player on report is:
- i.** an international professional player contracted to play in New Zealand; or
  - ii.** a New Zealand Cricket or Major Association professional player; then any hearing shall be conducted by one of the New Zealand Cricket First Class Commissioners, irrespective of the cricket competition from which the report emanated. This is to ensure that a consistent approach can be applied to the professional player.

**d.** The Code of Conduct Report shall describe the alleged conduct in terms of the offences set out in Appendix A where applicable. Such description shall not bind the Commissioners adjudicating the matter, who shall have the discretion to amend the description of the conduct (to accord with the facts) and the nature of the conduct.

**e.** The Commissioners shall consider the Code of Conduct Report and produce a Notice of Charge Form attached at Appendix C. The CMCA Operations Manager shall then provide a copy of both documents to:

- i.** the person reported;
- ii.** the captain and team manager of the person reported (save where the report is against the captain then the vice-captain and/or team manager);
- iii.** the CMCA General Manager (or their nominee);
- iv.** the relevant Club Official (or their nominee)

The CMCA Operations Manager shall also provide a copy of the Notice of Charge Form to the initiator of the Code of Conduct Report.

**f.** The Notice of Charge shall specify that the person reported shall have the following three options, to be relayed to the CMCA Operations Manager in accordance with the timelines set out in the Notice of Charge:

- i.** The person reported may admit the offence charged and agree to the proposed sanction specified in the Notice of Charge (which sanction shall be strictly at the Commissioners discretion, having regard to the nature of the conduct). In such circumstances, a hearing before the Commissioners shall not be required and no further action shall be taken beyond the sanction proposed; or
- ii.** The person reported may admit the offence charged but dispute the proposed sanction specified in the Notice of Charge, in which case the matter shall proceed to a hearing in accordance with Rules 8.5(i) to 8.5(o); or

**iii.** The person reported may deny the offence charged, in which case the matter shall proceed to a hearing in accordance with 8.5(i) to 8.5(o).

For the avoidance of doubt, the Commissioners will determine the proposed sanction specified in the Notice of Charge provided to the person reported without having assessed the guilt or innocence of the person reported.

**g.** The CMCA Operations Manager must communicate the response of the person reported to the Commissioners in a timely manner and notify the same individuals as set out in 8.5(e).

No one shall be entitled to make any comment in relation to any such communication and sanction unless and until the individuals set out in 8.5(e) have been notified.

**h.** For the avoidance of doubt, where an alleged breach or breaches of the Code is alleged to have been committed and:

- i.** that person has two or more code of conduct breaches within the previous three seasons; and/or
- ii.** that person has one or more code of conduct breaches within the current season;
- iii.** then the matter shall proceed to a hearing in accordance with 8.5(i) to 8.5(o).

**i.** Where the person reported disputes the proposed sanction (Rule 8.5(f)(ii)) or denies the offence charged (Rule 8.5(f)(iii)), the Commissioners will arrange a hearing as soon as possible. Unless excused by the Commissioners for any reason, the hearing shall be attended by:

- i.** the person reported; and
- ii.** the Captain and/or team manager (save that where the report is against the Captain the vice-Captain or team manager will attend) and;
- iii.** the initiator of the report.

**j.** The Commissioners may conduct the hearing using technology, including by video or audio conferencing. This process will be managed by CMCA and information provided separately.

**k.** The Commissioners may require any person subject to the Code to attend the hearing where in the opinion of the Commissioners that person might assist in any way.

**l.** Where any person required to attend a hearing pursuant to clause 8.5(i) or 8.5(k) (other than the person reported) fails to attend without reasonable justification, this may be treated as a breach of Rule 8.3(c) and any person entitled to do so may make a report as set out above.

**m.** The Commissioners will hear and decide on the Code of Conduct report in a manner which accords with the principles of natural justice and which best ensures the fair and prompt determination of the alleged breach of the Code.

**n.** The Commissioners must communicate their decision orally within 48 hours of the hearing and must deliver a written decision with full reasons for the decision within 72 hours of the decision being orally communicated. The Commissioners will ensure that the written decision is forwarded in the first instance to:

- i.** the person reported;
- ii.** the initiator of the report;
- iii.** the relevant Club Official (or their nominee); and
- iv.** the CMCA General Manager (or their nominee).

**o.** No one shall be entitled to make any comment in relation to any such decision unless and until the person reported has been advised of the Commissioners' decision.

**p.** For the avoidance of doubt there shall be no right of appeal from a decision of the Commissioners and such decision shall be the full and final decision in relation to the matter.

## 8.6. PENALTIES

a. Where a player or team official has been found in breach of the Code a penalty or any combination of penalties may be imposed pursuant to this Rule. The penalties that may be imposed are:

- i. written censure;
- ii. a fine up to a maximum of \$2,000.00.
- iii. in the case of a player, suspension from playing in fixtures under the control of CMCA, their affiliated associations or bodies, any other match in which either CMCA is involved including matches under the auspices of CCA or NZC.

b. Suspensions may be imposed either for a number of matches or for a defined period, shall take effect immediately following the decision to suspend (unless circumstances warrant a deferral in order that the suspension shall have disciplinary effect) and shall apply to any fixtures under the control of CMCA, their affiliated associations or bodies, or any other match in which CMCA is involved, including matches under the auspices of CCA or NZC.

c. When determining penalty, the Commissioners will bring into account the circumstances in which the breach occurred, and:

- i. any mitigating circumstances including, without limitation, contrition, apology, previous good record, and the circumstances in which the breach occurred.
- ii. Any aggravating circumstances including, without limitation, ignoring an umpire's warning, the fact that a player is a repeat offender, refusal to acknowledge a breach;
- iii. The players forthcoming playing schedule;

d. The Commissioners retain an overall discretion as to any penalty to be imposed and will endeavour to achieve consistency.

*Comment: Whilst penalties are for the Commissioners to determine, the Code must respond to the fact that it may apply to both contracted players and amateur players alike. A suspension should therefore be imposed as the primary penalty in the case of a breach by an amateur player, but a financial penalty may, depending upon the circumstances, be considered more appropriate in the case of a breach by a contracted player.*

e. Where a player or team official has been found guilty of a breach of the Code, they must personally pay and be liable for payment of any fine imposed.

f. Any fine must be paid to the General Manager of CMCA within 7 days of the decision being orally communicated and any failure to meet this requirement will render the player or the team official ineligible for selection or involvement in any fixture under the control of CMCA, any of their affiliated associations or bodies, or any other match in which CMCA is involved (including matches under the auspices of CCA or NZC) until such time as the fine is paid.

## 8.7. MEDIA

Only the General Manager or Chairman of the Board of CMCA is authorised to notify the media of a report, or a decision, and any information regarding that process. In the absence of special reasons publicity will be given to the disciplinary process in each case.

## 8.8. CODE OF CONDUCT REGISTER

A register has been set up on the CMCA website that shows all the players who have been found to have breached the Code of Conduct. Included in this information is the offence and the outcome including penalty

# APPENDIX A: CODE OF CONDUCT

<p>The conduct described below, if committed by a player or team official, shall amount to an offence by such player or team official under the Code of Conduct. It is not a limited list of conduct prohibited by the Code. <i>Comment: Reference should also be made to the NZC Playing Conditions and to the ICC Code of Conduct Standard Conditions and other Regulations at the commencement of each cricket season for further examples of unacceptable behaviour.</i></p>	
<p>The following is non-exhaustive list of examples of unacceptable behaviour under Rule 8.3 of the Code, and how they should be addressed.</p>	
<p><i>Comment: Notes have been provided as guidance as to the nature of conduct that might infringe this Code and are not a limiting list of prohibited conduct.</i></p> <p><i>Please note that CMCA has a zero-tolerance policy for the following:</i></p> <ul style="list-style-type: none"> <li>- Assaulting or attempting to assault any participants playing under the jurisdiction of CMCA.</li> <li>- Racist/sexist/ homophobic/abusive language.</li> <li>- For displaying racial or homophobic conduct or behaviour.</li> </ul>	
<b>1.1.</b>	<b>Breach of CMCA's rules relating to advertising on cricket clothing and equipment.</b>
<i>Note</i>	<i>In all cases, the Umpire shall first require the offending person to remove or cover up the prohibited logo(s) and if this warning is ignored during the match, such conduct will constitute a breach of this provision.</i>
<b>1.2.</b>	<b>Abuse of cricket equipment or clothing, ground equipment or fixtures and fittings during a match.</b>
<i>Note</i>	<i>This includes any action(s) which fall outside the usual conduct of the same, such as hitting or kicking the wickets and any action(s) which intentionally or negligently result in damage to advertising boards, boundary fences, dressing room doors, mirrors, windows and other fixtures and fittings.</i>
<b>1.3.</b>	<b>Showing dissent at an Umpire's decision during a match. This includes:</b>
	<p>1.3.1. obvious disappointment with, or challenge to, an Umpire's decision;</p> <p>1.3.2. an obvious delay in play, or leaving the wicket;</p> <p>1.3.3. shaking the head to indicate challenge to the decision;</p> <p>1.3.4. pointing or looking at the inside edge when given out lbw;</p> <p>1.3.5. pointing to the pad or rubbing the shoulder or giving any other indication the decision is challenged when caught behind;</p> <p>1.3.6. snatching the cap from the Umpire whether in petulance or as a challenge to the Umpire's decision or conduct;</p> <p>1.3.7. entering into any debate with the Umpire about his decision.</p>
<i>Note</i>	<p><i>It is no defence to any charge brought under this provision to submit that the Umpire's decision was wrong.</i></p> <p><i>Dissent, including the examples given in paragraph 1.3 will be classified as 'serious' when the conduct contains an element of anger, abuse or challenge which is directed at the Umpire or the Umpire's decision or where there is excessive delay in resuming play or leaving the wicket showing such dissent or where there is persistent re-reference to the incident over time. It shall not be a defence to any charge brought under this Rule to submit that the Umpire's decision was wrong.</i></p>



<b>1.4.</b>	<b>Using language or a gesture that is obscene, offensive or insulting during a match. This includes:</b>
	1.4.1. loud or repetitious swearing; and 1.4.2. obscene gestures or conduct which is/are not directed at another person, such as swearing at one's own poor play or fortune. This offence is not intended to penalise behaviour which may be regarded as trivial.
<i>Note</i>	<p><i>There will be verbal exchanges between players in the course of play. Rather than seeking to eliminate these exchanges entirely, Umpires will be required to report such conduct that falls below an acceptable standard so as to become more than minor.</i></p> <p><i>When assessing the seriousness of the breach, the Umpire shall be required to take into account the context of the particular situation and whether the words or gesture are likely to:</i>  <i>(a) be regarded by others on the field of play or outside the playing area as obscene; and</i>  <i>(b) give offence to others in the field of play or outside the playing area; or</i>  <i>(c) insult another person.</i></p> <p><i>This provision is not intended to cover any use of the language or gestures that are likely to offend another person on the basis of their race, gender, colour, descent, national or ethnic origin. Such conduct is prohibited under NZC's Anti-Discrimination Code and must be dealt with according to the procedures set out therein.</i></p>
<b>1.5.</b>	<b>Excessive appealing during a match</b>
	<i>Note: "excessive" shall include:</i>
	1.5.1. repeated appealing which is not based on a genuine belief a batter should be given out; or 1.5.2. celebrating a dismissal before the decision has been given. It is not intended this provision should prevent loud or enthusiastic appealing of itself.
<b>1.6.</b>	<b>Pointing or gesturing towards the pavilion by a bowler or other member of the fielding side upon the dismissal of a batter</b>
<b>1.7.</b>	<b>Public criticism of, or inappropriate comment in relation to an incident occurring in a match, or any player, Team Official, Match Official or team participating in any match, irrespective of when such criticism or inappropriate comment is made.</b>
<i>Note</i>	<i>Without limitation, players and Team Officials will breach this provision if they publicly criticise the Umpires or denigrate a player or team against which they have played in relation to incidents which occurred in a match. When assessing the seriousness of the breach, the context within which the comments are made and the gravity of the offending comments must be taken into account.</i>
<b>1.8.</b>	<b>Inappropriate physical contact between players in the course of play during a match.</b>
<i>Note</i>	<i>Without limitation, players will breach this provision if they recklessly or negligently walk or run into or shoulder another player.</i>
<b>1.9.</b>	<b>Charging or advancing towards, or challenging, the Umpire in an aggressive manner when appealing during a match.</b>
<b>1.10.</b>	<b>Throwing a ball (or any other item of cricket equipment such as a water bottle) at or near a player, Umpire, Team Official or any other person (including a spectator) in an inappropriate and/or dangerous manner during a match.</b>
<b>1.11.</b>	<b>Changing the condition of the ball in breach of Law 41.3 of the Laws of Cricket.</b>

Note	<p>Any action(s) likely to alter the condition of the ball which are not specifically permitted under Law 41.3.2 may be regarded as 'unfair'. The following actions shall not be permitted (this list of actions is not exhaustive but included for illustrative purposes).</p> <p>(a) deliberately throwing the ball into the ground for the purpose of roughening it up;</p> <p>(b) applying any artificial substance to the ball; and applying any non-artificial substance for any purpose other than to polish the ball;</p> <p>(c) lifting or otherwise interfering with any of the seams of the ball;</p> <p>(d) scratching the surface of the ball with finger or thumb nails or any implement;</p> <p>(e) attempting to alter the shape of the ball.</p> <p>The Umpires shall use their judgement to apply the principle that actions taken to maintain or enhance the condition of the ball, provided no artificial substances used, are permitted.</p>
<b>1.12.</b>	<b>Intimidation of a player, Umpire, Team Official or any other person (including a spectator) whether by language or conduct (including gestures) during a match.</b>
Note	Includes appealing in an aggressive or threatening manner, which has or may have the effect of influencing the Umpire in his role.
<b>1.13.</b>	<b>Threat of assault on another player, Umpire, Team Official, or any other person (including a spectator) during a match.</b>
<b>1.14.</b>	<b>Physical assault of another player, Umpire, Team Official or any other person (including a spectator) during a match.</b>
<b>1.15.</b>	<b>Any act of violence on the field of play during a match.</b>
<b>1.16.</b>	<b>Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct that either:</b>
	<p>1.16.1. is contrary to the spirit of the game; or</p> <p>1.16.2. brings the game into disrepute.</p>
Note	<p>This provision is intended to be a "catch-all" provision to cover all types of conduct of a minor nature that is not covered by the specific offences set out elsewhere in this Code of Conduct. By way of example, this provision may (depending upon the seriousness and context of the breach) prohibit the following:</p> <p>(a) the use of an illegal bat or illegal wicket-keeping gloves;</p> <p>(b) deliberate time wasting;</p> <p>(c) cheating during a match which is conduct intended to wrongly influence any element of the game, including deliberate attempts to mislead the Umpire;</p> <p>(d) failure to comply with the provisions of the CMCA Playing Conditions; and</p> <p>(e) any conduct which is considered 'unfair play' under law 41 of the Laws of Cricket.</p> <p>By way of further example, this provision may also (depending upon the seriousness and context of the breach) prohibit the following:</p> <p>(a) public acts of misconduct;</p> <p>(b) unruly public behaviour; and</p> <p>(c) inappropriate comments which are detrimental to the interests of the game.</p>

## APPENDIX B: CMCA CODE OF CONDUCT REPORT

### CMCA CODE OF CONDUCT REPORT

*In accordance with the CMCA Code of Conduct I/we make the following report:*

<b>Date Report Prepared:</b>		<b>Prepared By:</b>	
<b>Match:</b>		<b>Match Date(s):</b>	
<b>Umpires:</b>			
<b>I/We wish to bring to your attention my/our belief that during the match above, conduct amounting to a breach of the CMCA Code of Conduct occurred. Those involved were Player(s) / Team Official(s) / Team:</b>			
<b>Name(s)</b>			
<b>I/We believe that the code breached Rule</b>	<b>8.3(a)</b>	<b>8.3(b)</b>	<b>8.3(c)</b>
<b>The Circumstances were as follows:</b>			
The day's play concluded at:	(Time)	(Date)	
If applicable, the appointed Captains were notified OR	(Time)	(Date)	
The CMCA Operations Manager was notified	(Time)	(Date)	
<b>Name:</b>		<b>Name:</b>	
<b>Signed:</b>		<b>Signed:</b>	
<b>Contact No.</b>		<b>Contact No.</b>	

# APPENDIX C: CMCA CODE OF CONDUCT NOTICE OF CHARGE FORM

## CMCA CODE OF CONDUCT NOTICE OF CHARGE FORM

*This form is to be completed and sent (together with a copy of the Rep 1 form for each of the persons reported.*

1. Notice of Charge	
This form should be treated as formal notification that the following Player/Team Official has been charged with an offence under the CMCA Code of Conduct: <b>Note:</b> For the avoidance of doubt, the Commissioners calculate the proposed sanction in the Notice of Charge provided to the Player or Team Official without having determined the guilt or innocence of the Player or Team Official	
Name:	
Team:	
Occasion (match/event etc.):	
Specific offence: (see Appendix A of the Code of Conduct)	
Proposed Sanction:	

## 2. Response to Charge

This form should be completed and signed by the Player/Team Official charged with the offence detailed above.

*Please select one of the three following options, complete the signature box below and return to the CMCA Operations Manager no later than: \_\_\_\_\_ (Time/Date)*

- ☐ I admit the offence that I have been charged with and accept the imposition of the proposed sanction(s) set out above, in which case no further action shall be taken against me and no hearing will be required.
- ☐ I admit the offence that I have been charged with but wish to dispute the proposed sanction(s) at a disciplinary hearing (to be arranged by the local or national commissioner) in accordance with the CMCA Code of Conduct.
- ☐ I deny the offence that I have been charged with and wish to contest the charge at a full disciplinary hearing (the details in which are set out at section 3) in accordance with the CMCA Code of Conduct.

**Print Name of Player/Team Official:**

**Signature:**

**Date:**

### Note:

- *If a hearing is required, the Commissioners responsible, will contact all relevant parties to confirm the details of the hearing, in accordance with the CMCA Code of Conduct.*
- The CMCA Operations Manager must ensure that a copy of the Notice of Charge form (NOT 1) is provided to:
  - The person reported
  - The captain and team manager of the person reported
  - The CMCA General Manager (or their nominee)
  - The relevant Club Official (or their nominee)
  - The initiator of the Code of Conduct Report

# APPENDIX D: DETERMINING A RESULT OF A MATCH

## 9.1. USING DUCKWORTH LEWIS STERN

Metro has approved the use of the following method to calculate Duckworth Lewis scores in reduced-over matches.

1. The PlayHQ DLS App is available for iOS and Android.
2. The DLS method is to be used in Morning Grade matches involving officially-appointed umpires.

## 9.2. IN ALL OTHER CASES WHEN DUCKWORTH LEWIS IS UNAVAILABLE

When the team batting second has not had the opportunity to complete the agreed number of overs, and has been neither all out, nor passed the opponents score, the result shall be decided as follows:

1. The runs scored by the team batting second shall be compared with the runs of the team batting first in the same number of completed overs as are bowled to the side batting second, counted back from the end of the innings of the side batting first, or the total of the number of overs bowled to the team batting second multiplied by the average runs per over by the team batting first, whichever is the higher.
2. If, due to suspension of play, the number of overs in the innings of the team batting second has to be revised, its target score shall be one more run than the runs scored by the team batting first in the same number of overs as are available to the side batting second, counted back from the end of the innings of the side batting first, or more than the total of the number of overs available to the team batting second multiplied by the average runs per over scored by the team batting first, whichever is the higher.

3. When a team batting first is dismissed prior to batting out its maximum available overs, the total available number of overs at the end of the innings for the calculation of a result is the maximum number of overs that could be bowled in that innings.

## PREMIERSHIP | CHAMPIONSHIP | DIVISION 1 EXAMPLE

a. Side batting first scores 216 in 50 overs, 50 in the first 20 overs and 165 in the remaining 30 overs. Average run rate for the whole innings = +.3 per over. Side batting second has bowled, or available to it 30 overs. Target is 166 being one more run than the side batting first (at an average of 5.5 runs per over) over its last 30 overs.

- i. In the event of the team batting first being all out in less than its full quota of overs, the calculation of its average run rate shall be based on the full quota of overs to which it would have been entitled and not the number of overs in which it was dismissed.
- ii. If the target score involves a fraction of a run, the final scores cannot be equal and the result cannot be a tie.

b. In a rain interrupted match or a match interrupted through any other cause, it should be noted that the important score is the target score, which is set by the umpires when they decide on the number of overs able to be bowled at the side batting second. The side batting second then has available to it the number of overs nominated by the Umpires, in which to achieve that target. The game concludes when the target is reached, or when the side batting second is bowled out within the nominated number of overs, or when the nominated number of overs is completed.

## DIVISION 2 EXAMPLE

- a.** Side batting first scores 189 runs in 45 overs, 39 in the first 15 overs and 150 in the remaining 30 overs. Average run rate for the whole innings =  $+2$  per over. Side batting second has bowled to it, or available to it, 30 overs. Target is 151, being one more run than the total 150 runs scored by the side batting first in their last 30 overs which is higher than 30 overs multiplied by the average run rate of  $4.2 = 126$ .
- b.** In the event of the team batting first being all out in less than its full quota of overs, the calculation of its average run rate shall be based on its full quota of overs to which it would have been entitled and not the number of overs in which it was dismissed.
- c.** If the target score involves a fraction of a run, the final scores cannot be equal and the result cannot be a tie.
- d.** In a rain interrupted match or a match interrupted through any other cause, it should be noted that the important figure is the target score, which is set by the umpires when they decide on the number of overs able to be bowled at the side batting second. The side batting second then has available to it the number of overs nominated by the umpires in which to achieve that target. The match concludes when the target is reached or when the side batting second is bowled out within the nominated number of overs, or when the nominated number of overs is completed.

## 9.3. SUPER OVER

The following procedure will apply should the provision for a Super Over be required in any match.

- 9.3.1.** The Super Over will take place on the scheduled day of the match at a time to be determined by the match referee/umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match. For the avoidance of doubt, the Super Over may take place after the scheduled time plus extra time has elapsed.

- 9.3.2.** The Super Over will take place on the pitch allocated for the match (the designated pitch)

- 9.3.3.** The umpires shall stand at the same end as that in which they finished the match.

- 9.3.4.** In both innings of the Super Over, the fielding team shall choose from which end to bowl.

- 9.3.5.** Only nominated players in the main match may participate in the Super Over. Should any player (including the batters and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match, shall also apply in the Super Over.

- 9.3.6.** Any penalty time being served in the main match shall be carried forward to the Super Over.

- 9.3.7.** Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal match.

- 9.3.8.** The team batting second in the match will bat first in the Super Over.

- 9.3.9.** The same ball used shall be used by each team from their fielding innings. If the ball needs to be changed, then Playing Conditions as stated for the main match shall apply.

- 9.3.10.** The loss of two (2) wickets in the over ends the team's one over innings.

- 9.3.11.** If the Super Over is a tie, then subsequent Super Overs shall be played until there is a winner. There shall be an unlimited amount of Super Overs played to achieve the result. The following conditions will apply to the subsequent Super Overs

- 9.3.12.** In normal circumstances any subsequent Super Overs will start 5 minutes after the preceding Super Over. The interval shall be 5 minutes.

- 9.5.13** The team batting second in the preceding over will bat first in the following Super Over.

**9.3.14.** The same ball will be used for subsequent Super Overs, unless umpires believe it needs to be changed for any reason. If the ball needs to be changed, then Playing Conditions as stated for the main match shall apply.

**9.3.15.** Where the Super Over or subsequent Super Overs are abandoned for any reason prior to completion, then the Team which finished higher on the points table at the end of regular season pool play shall be declared the winner.

## **9.4. BOWL OUT**

The following procedure will apply should the provision of a Bowl Out be required in any match.

**a.** Five players from each team will bowl, over arm, two consecutive deliveries (Player 1 from Team A then Player 1 from Team B and so on. The team that hits the wicket most will be declared the winner.

If the scores are equal, the same five bowlers will be one ball each in sudden death.

If circumstances or light make the contest impossible, a toss of the coin shall decide the match.

**b.** If a bowler bowls a no ball it will count as one of his two deliveries but will not count towards the score of the team.



## SECTION 10

### CLUB CONTACT DETAILS

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### **SOUTHERN DISTRICTS CRICKET CLUB**

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