

2. LOCAL PLAYING CONDITIONS

CHRISTCHURCH METROPOLITAN 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 Newstalk ZB (1098Am), the Metro Facebook and Metro Website. 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 the batsman. Among the facts to be considered are background, sightscreens 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. In the case of a dispute over a game continuing in obviously unfit conditions, because of

the failure of both captains to agree, the 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 (home games) for Premier and Senior A games shall be responsible for supplying a full set of stumps and bails.
- b. Teams in all other grades (2A and below) shall carry 3 stumps and 2 bails for grass pitches.
- c. Grounds must be clearly marked in accordance with the laws, and boundaries defined by means of a white line and flags.

2.3. USE OF COVERS

- a. Covers must be used in Premier Men's, Senior A, 2A and 2B Grade matches except where f) 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 Senior A 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 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.

h. Random inspections of covers will be occurring during the season by Metro and any infringement of the above conditions will result in the following:

In 1 Day competitions which require covers:

The team responsible for putting on the covers will be penalised 5 points.

The opposing team, in the event of winning, will receive no extra points.

The opposing team, in the event of losing or a no-result, will get 50% of the highest number of points scored in the round, in addition to the points already accrued in the game.

In 2 Day competitions which require covers:

The team responsible for putting on the covers will be penalised 5 points.

The opposing team will: in the event of winning outright, retain all the points accrued. In the event of a draw or losing outright, retain its points accrued plus gain 50% of the highest number of points scored in that round.

For example

In the 1 Day competition, Team A incurs a covers violation, and wins the match with a bonus point, gets 1 point (that is, 6 minus 5); Team B loses the match and receives 3 points. This is because Team c defeated Team D with a bonus point (that is, 6 points)

OR Team A incurs a covers violation and loses the match; it will receive -5 points and Team B, as winner without a bonus point, will receive 5 points.

In the 2 Day competition, Team A has a covers violation, wins outright (say 19.74 points); it receives 14.94 points for the match (that is, 19.74 minus 5). Team B, in losing outright gained 6.45 points. Team C, in its match, scored 22 points in the same round as Team A v Team B. This was the largest win in the round. So, Team B receives 6.45 plus 11 points = 17.45 for the round.

OR Team A incurs a covers violation and loses outright and gains 7.88 points in the match; it will receive 2.88 points for the match (that is, 7.88 minus 5). Team B, in winning outright, gains 19.77 points. That is the total amount of points it will receive.

OR Team A, who incurs a covers violation, draws with Team B. Team A has gained 7.68 points in the match and Team B had gained 6.45 points. Team C has won outright gaining 19.5 points which is the largest win in the round. Team B will get 6.45 plus 9.75 = 16.20. Team A gets 2.68 (7.68 minus 5).

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 “wide”.

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 be 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 - 2A-2B	10.30-1.00pm	1.40-3.40pm	4.00-6.00pm
Senior A	12.00-3.00pm	3.30-6.30pm	
2C	12.00-3.00pm	3.30-6.30pm	
Canterbury Schools Xls	10.30-1.00pm	1.40-3.40pm	4.00-6.00pm
1 day			
Premier - 2A-2B	10.30-1.45pm**	2.25-5.40pm**	
2C	12.00-3.00pm	3.30-6.30pm	
Senior A	12.00-3.00pm	3.30-6.30pm	
Canterbury Schools 1st XI, 2nd Grade	10.30-1.45pm	2.30-6.00pm	
3A, 3B, 3C, 3D Presidents, 4A, 4B Men	1.00-3.20pm*	3.40-6.00pm	
Cavaliers T20	2.00-3.30pm	3.20-4.50pm	
WOMEN'S CRICKET			
Grade	Session One	Session Two	Session Three

Premier 1-day	10.30-1.30pm**	2.10-5.10pm	
Division 1	1.00-3.20pm	3.30-6.00pm	
Division 2	9.00am-12.00pm	****	
YOUTH CRICKET			
Grade	Session One	Session Two	Session Three
Youth Open T20	9.00-12.00pm	****	****
Year 9A	10.30-1.00pm	1.40-3.40pm	4.00-5.00pm
Year 9B-9C	1.00-6.00pm		

* 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 BY RAIN (2-DAY MATCHES)

In the event of delays in play caused by rain the time for the Lunch interval 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 in order 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 4.4 dealing with Playing Time Lost). Under the Spirit of the Game, such actions would be seen as un-

acceptable 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

	Cricket balls					
ADULT	Make: Kookaburra					
Morning Grades	Grade	Two-day	One-day	Twenty20	Type	Weight
	Premier Men	Regulation Red	Regulation White	Senator White	4-piece	156gms
	Senior A	Club Match Red	Club Match White	Senator White	4-piece	156gms
	2A Men	Club Match Red	Club Match White	Senator White	4-piece	156gms
	2B Men	Club Match Red	Club Match White	Senator White	4-piece	156gms
	2C Men	Club Match Red	Club Match White	Senator White	4-piece	156gms
	Premier Women	*****	Club Match White	Senator White	4-piece	142gms
Afternoon Grades	3rd Grades	*****	Red King/Crown/ Practice	*****	2-piece	156gms
	4th Grades	*****	Red King/Crown/ Practice	*****	2-piece	156gms
	Presidents Grade	*****	Red King/Crown/ Practice	*****	2-piece	156gms
	Cavaliers Grade	*****	*****	Red K/Cr/Prac	2-piece	156gms
	Div 1 and 2 Women	*****	Red King/Crown/ Practice	Red K/Cr/Prac	2-piece	142gms
YOUTH						
	1st XI Champ	Regulation Red	Club Match White	*****	4-piece	156gms
	1st XI Cup	Club Match Red	Senator Red	*****	4-piece	156gms
	1st XI Bowl	Senator Red	Senator Red	*****	4-piece	156gms
	2nd Grade	*****	Senator Red	*****	4-piece	156gms
	Open Grade	*****	*****	Red K/Cr/Prac	2-piece	156gms
	Year 10	*****	Red King/Crown/ Practice	*****	2-piece	156gms
	Year 9	*****	Red King/Crown/ Practice	*****	2-piece	156gms

a. 4-piece balls are to be used in all matches in Premier (Kookaburra Regulation), Senior A (Kookaburra Club Match), 2A (Kookaburra Club Match), 2B and 2C (Kookaburra Club Match) grade Men's matches (i.e. all Morning grades). White balls are to be used in ALL Morning grades. All Afternoon grades (ie 3rd grade, 4th grade, Presidents and Cavaliers) shall use 2-piece balls.

b. A list of Metro approved balls is provided below. These balls only may be used in club matches played under the jurisdiction of Metro.

c. For inappropriate use of a 2-piece ball in Premier, Senior A, 2A, 2B and 2C Men's Grades for not using approved balls in any grade, a loss of points will be imposed at the discretion of Metro.

A new ball may be taken after 70 overs.

Teams in Grades below Premier, Senior A and 2A do not have to use a new ball in the second innings of a match.

APPROVED LIST OF CRICKET BALLS

Kookaburra

4-piece	2-piece
Regulation 156gm	Tuf Pitch 156gm
Senator 156gm	Red King 156 & 142gm
Club Match 142 & 156gm	Practice 136, 142 & 156gm
Crown 142 and 156gm	

2.10. NO BALL

2.10.1. THE FEET - LAW 21.5

a. the bowler's 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.

2.10.2. THE BOWLING OF FAST SHORT-PITCHED BALLS

a. A bowler shall be limited to 2 fast, short-pitched deliveries per over in one-day and two-day matches.

In T20 matches, the bowler is limited to 1 short pitched ball per over.

b. 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 batsman's head. A ball that passes clearly above head height of the batsman 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 batsman on strike when each fast, short-pitched delivery has been bowled.

c. 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.

d. 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.

e. 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 batsman of what has occurred. The caution shall continue to apply throughout the innings.

f. 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.

g. 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.

h. 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.

i. 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.

2.10.3. The bowling of high, full-pitched 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.

2.10.4. 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.

2.10.5. NO BALL - FREE HIT (1-DAY CRICKET)

This applies to ALL No balls.

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. A batsman 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 batsman 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.

2.11. WIDES (1-DAY CRICKET)

a. Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket or over the batsman'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 striker's bat or person, the bowler's end umpire shall call and signal wide. For clarity:

i. If the batsman brings the ball sufficiently within reach and the ball passes outside the wide "guideline" then it is not a "wide". For example, a batsman moving to the off side 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 batsman, or left arm bowler bowling around the wicket to a LH batsman 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 batsman gets in a position to play the shot and then aborts it, is as follows.

i. By the batsman 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.

ii. Consequently, in these circumstances, the wider 75cm wide guidelines (ODIs and T20Is) shall apply on both sides of the stumps.

iii. Simply, when the batsman 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

2.12. PENALTY RUNS

Penalty runs may only be awarded by officially appointed Umpires.

2.13. BOWLER ATTEMPTING TO RUN OUT NON-STRIKER BEFORE DELIVERY (MANKAD)

a. Law 41.16 states that a bowler may attempt to run out the non-striker before entering his delivery stride.

b. Canterbury Cricket and 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 batsman is unfairly leaving his crease before the bowler delivers the ball he should call and signal a dead ball.

2.14. RUNNERS

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

2.15. 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 the new Laws 24 and 25, can effect where he can bat however Penalty time will only start to accrue after the fielder has been absent for 8 minutes.