

3. CLUB & YOUTH CRICKET

LOCAL RULES

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.

3.1. PLAYING DATES SCHEDULED

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

3.2. ENTRY FEES

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

3.3. 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 re-instate 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. 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 club's or school's responsibility to prepare its home ground, and that ground

has not been adequately prepared for a particular match, this may constitute loss of points from the offending team.

3.4. 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.

3.5. 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.

3.6. 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 3.7).
- b) Any player involved in a morning grade 2-day game completed by 12.00 noon on the second day may play Presidents Grade on the same day as long as he qualifies for this grade.

3.7. PLAYER PLAYING UNFAIRLY OUT OF GRADE

A ruling from Metro must be obtained before the commencement of a match, if it is likely that a player may be considered to be playing unfairly out of grade. This ruling will be binding on all parties.

- a) When Morning Grade players are only

available for 1-Day or a 2-Day Match (Men's Cricket). If a club wishes to play such a player then the following applies:

1) The player plays in the highest 1-day team that the club has.

(Note) Combined Metro Grade is the highest men's 1-day grade and President's Grade is the second highest.

2) If the player is eligible for President's Grade then he has the option of playing Combined Metro Grade or President's Grade.

3) If there is any doubt consult Metro before the commencement of the match.

(b) Premier One day competition

1) Prior to the commencement of the season, each club must submit to Metro a list of eleven Premier Grade players. This list should exclude any of the club's probable International or 1st Class players who have a realistic chance of playing at either of these two levels during the season. Metro shall be the final judge of what constitutes a 'probable International or 1st Class player' and which players this includes.

2) If 2A are short on numbers, players must be brought up from 2B or below to fill these places. A listed Premier Grade player may only play 2A if the Premier Grade team is playing during the same day or round. In other words, if that player has not been selected for Premier Grade, he may play 2A. In 2B only, any player required for a higher grade may be replaced.

3.8. 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, that player or administrator's 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:

1) No replacement player(s) will be permitted for more or less than one day.

2) 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.

3) 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 2A and the replaced 2A player will be permitted to play 2B.

4) 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.

5) 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.

6) 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.

7) A Representative player and his replacement may not bowl two consecutive overs.

8) It shall be permissible for a player from a lower grade to act as a substitute fielder in Premier or Senior A Grades despite the fact that 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

1) 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

1) 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 (2B Grade), 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 num-

ber of points accrued in the grade for that round. If the opposition team win outright, they gain no further points.

2) If a player in a 2-day competition match is unable or not permitted to play for 1 day of a 2-day match (subject to Condition 3.7 - Player Playing Out of Grade or has been suspended) he may be replaced. The replacement player must be named at least 30 minutes prior to the commencement of the day's play and may participate fully in the match. If such a replacement player, for any other reason, does not play in such a match, he shall not play in any other match on the relevant day.

3) Should replacement players be used in a match when umpires are appointed, umpires must be informed of the names of any such replacement players.

4) 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.

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

6) 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.

7) Metro has the sole authority to resolve any dispute regarding any possible abuse of this rule.

3.9. TRANSFERS (CLUB CRICKET ONLY)

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 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 course of 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 by Metro.**

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

d.) This transfer process goes back no further than the 2010/11 season.

3.10. DEFAULTS

CLUB CRICKET

a) No team in the Premier, Senior A, 2A, 2B and 2C Men's Grades, and Premier Women's Grade may default. Clubs must fill sides in the higher grades first in the case of defaults.

b) In order to retain the strength and the integrity of these grades, there are no defaults allowed. Despite this Local Rule,

i. 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) Metro Cricket must be informed of any default by the secretary, club captain or chairman of the defaulting team.

d) In the event of **a default before 12.00pm** on the last working day preceding the match, the defaulting team must inform its opponent and 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.

e) 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.

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

g) 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 2.00pm on the Thursday** preceding the day of the match.

b) In the event of **a default after 2.00pm** on the Thursday 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) Clauses e. and f. of Defaults in Club Cricket apply to Defaults in Youth Cricket.

3.11. CANCELLATIONS

CLUB CRICKET

The latest time that cancellations will be made on a Saturday is 11am. After that time, cricket will be considered to still be on. However, if conditions deteriorate throughout the day, common sense shall prevail.

YOUTH CRICKET

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 weekend's 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.

3.12. DRESS AND BEHAVIOUR

- 1) The appropriate dress for players shall be white, or clothing approved by Metro, and all players at all times, during all matches, while on the field of play are to appear appropriately dressed.
- 2) Sponsorship names appearing on the clothing must be in accordance with the rules regarding sponsorship. (Condition 3.13)
- 3) Touch or softball shoes must not be worn while playing on any pitches.
- 4) **Alcohol is not to be consumed on, or carried onto, the field of play by players or umpires.**
- 5) At no time is the game to be brought into disrepute by players, umpires or team supporters.
- 6) Any infringement of the above conditions will result in a penalty of loss of points, fine, suspension of individual, team or team supporter at the discretion of Metro or Metro's sub-committee.

3.13. 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:

- 1) a rectangle of 8cm x 8cm; OR
- 2) a maximum area of 64cm² Any exceptions to the above must be submitted to Metro for approval.

- c) The design for the insignia must be submitted to Metro for approval and Metro 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 3.13(b) shall be permitted.

3.14. RESULTS

All results must be registered on Metro results web page or emailed to mfisher@christchurchmetrocricket.com by 12 noon the day following the match. Failure to do so will result in no points being allocated to that match.

3.15. POINTS

Metro 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.

3.16. DRAW

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

3.17. DURATION OF MATCHES

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

3.18. OVERSEAS PLAYERS

An overseas player by definition is a player who is not ordinarily resident in NZ for more

than six months, or does not hold a NZ passport. A club may play up to two overseas players in any team but only one may be a professional cricketer. A professional cricketer is defined as a person who derives their income from playing cricket either while in NZ or their home country. Dispensation may be granted by Metro in exceptional circumstances. Any disputes regarding application of this rule will be referred to Metro. Any club professional(s) must be named to Metro one week prior to the commencement of their first day of club cricket.

3.19. PETERSEN SHIELD (FOR PREMIER CLUBS ONLY)

Competition for the Petersen Shield shall be open to all Clubs with teams entered in the Men's Premier Competition. Metro shall each season determine the points to be awarded and the manner in which 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.

3.20. MELHUISH SHIELD

- Entries for this Shield shall be accepted from clubs competing in the Metro competitions, as follows:
 - For a Club with two teams, one entry will be automatic with the Clubs entry into the competition.
 - 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.
 - Clubs shall notify the Association of the entry or entries within 14 days of the commencement of the competition.
 - Aggregate points for the Shield shall count as follows:

	Morning matches Two-Day matches	Morning matches One-Day Matches	Afternoon 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

3.21. CHALLENGE TROPHY

There will be two Metro trophies under this name to be played for in the Premier and Senior A grades.

The Premier teams will play for it during the round robin of the One-day competition **on a challenge basis for each match.**

The Senior A teams will play for it during the round robin of the one-day competition **on a challenge basis when the holder hosts the match.**

The trophy proper will be presented at the Metro Awards evening and the holder at the conclusion of the round robin will have their name engraved on the trophy for the season. Metro will provide a miniature trophy which will be presented at the conclusion of the match in question.

3.22. UMPIRES

Umpires shall be appointed for competition matches by the Canterbury Cricket Umpires and Scorers' Association. It shall be the duty of such umpires to report an irregularity or breach of the rules to Metro or Metro's sub-committee. Failing such appointments, competing teams shall provide umpires.

3.23. COMPOSITION OF TEAMS AND THE TOSS

- a) Any team not having **seven or more** players on the ground 30 minutes after the appointed starting time shall be deemed to have forfeited the game by default
- b) The toss should take place in all games at least 15 minutes and no more than 30 minutes prior to the commencement of play to toss, then the opposition by default, has the option of batting or fielding. If there are appointed umpires, at least one should be present.

3.24. RUNNERS

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