

## 4. MORNING GRADES - MEN

### PREMIER, SENIOR A, 2A, 2B, 2C

(Metro Club Cricket contact: Mike Fisher 027 286 0419)

### LOCAL PLAYING CONDITIONS

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

- 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 for the first day of the match. Replacement players shall be named on this list if known.
- The playing eleven cannot be changed except when Condition 3.9 applies, or when special circumstances arise at the discretion of Metro.
- 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.
- 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. TIME WASTING

Umpires should fully take into account any deliberate slowing down of the tempo by either batsmen or fieldmen where it may be seen to be to the disadvantage of an opposition team, e.g. in the case of a team fielding second slowing down the game knowing it might win a rain shortened match on a run rate.

### 4.3. 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
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 in Senior A.
Bonus Bowling Points	0.20 for each wicket taken during the complete match
Additional bonus points for winning outright by an innings or 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	5
A Tie, unfinished or an abandoned match	3
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.

#### 4.4. 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.

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.

#### 4.5. Over Rates - Premier 2A, 2B

Play shall continue on 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 when clause 4.11 below shall apply.

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 for the purpose of clause 4.11 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, in the event of the team bowling second being unable to complete its overs by the scheduled cessation time, play shall continue until the required number of overs has been completed

f. 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. OVER RATES - PREMIER 2A, 2B

Play shall continue on 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 when clause 4.11 below shall apply.

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 for the purpose of clause 4.11 shall be the hour immediately fol-

lowing 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, in the event of the team bowling second being unable to complete its overs by the scheduled cessation time, play shall continue until the required number of overs has been completed

f. 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.

#### 4.6. PENALTIES

a. An over rate of 15.4 six-ball overs is desirable in Premier, 2A and 2B Grades and a penalty will be imposed 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 teams progress as far as the number of overs bowled in the previous hour are concerned. The umpires will also be responsible for communicating the day's over rate to Metro Cricket via the umpires 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.

#### 4.7. 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.

#### 4.8. 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 on the basis of 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.

## 4.9. SENIOR A - 2-DAY COMPETITION

### 4.9.1. HOURS OF PLAY

For the purposes of these conditions the words "20 overs" as used in Laws 12.6 & 12.7 shall be deemed to read as "17 overs."

- a. On the last day by mutual agreement of the Captains and provided there is no possibility of a decision: then
  - i. Play may be abandoned up to one hour prior to the scheduled end of play on the second day.
  - ii. 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.
- b. Notwithstanding any variation to the standard hours of play but subject to Laws 12.6 & 12.7 and over rates, the scheduled hours of play are to be confined to the period 12.00 pm. to 7.30 pm.

### 4.9.2. POINTS

How Points awarded are allocated

For bonus points, refer to Condition 4.3

Outright win	10
Outright tie	5 (+ 1st innings points) (2nd innings of both teams completed)
1st innings win	2
1st innings tie	1

### 4.9.3. TIME FOR TEA INTERVAL-LAW 11

Daily 3.00pm to 3.30 pm. The afternoon tea interval shall commence in all practical coincidence with the conclusion of the day's first innings and as a result captains and umpires will have the ability to vary the tea interval time in this regard, subject to it occurring no later than 3.15pm.

In the event that play is uninterrupted, this interval shall generally be taken at 3.00pm for 30 minutes, but may be brought forward by a maximum of 30 minutes (i.e. 2.30 pm) as a result of the end of an innings or extended by a maximum of 15 minutes in exceptional circumstances to complete the first innings. In the event that play is interrupted, this interval may be taken at any time and for any duration agreed upon between captains and umpires. Failing that any such agreement is reached the interval shall be taken at 3.00 pm for 30 minutes.

### 4.9.4. OVER RATES

Play is to be completed on the first day at 6.30pm or after 100 overs, whichever is the later. However, on Day One, should both first innings be completed prior to 6.30pm the close of play for the day shall then be 6.30pm 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 100 overs a day (or a minimum of 16.6 per hour) shall be completed.
- b. On the second day, a minimum of 83 overs (or a minimum of 16.6 per hour) for playing time other than the last hour of the match when clause 4.11 shall apply.
- 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. Where a change of innings occurs during

the day's 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 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. The 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.

#### **4.9.5. COMPULSORY DECLARATION**

The first innings of the match is restricted to 50 overs with no limit for any bowler.

#### **4.9.6. 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 100 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 100 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 100 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 100 overs in that day may not be possible and a reduced minimum number of overs are to be calculated in accordance with Condition 4.7.
- 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 4.7.
- 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 2.8

#### **4.10. ONE-DAY MATCHES SPECIAL CONDITIONS**

##### **4.10.1. COLOURED CLOTHING**

Coloured clothing may be worn. The design must be submitted to Metro for approval.

Sponsors logos size and positioning must also be submitted to this group for approval.

#### **4.10.2. 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 (1 v 4, 2 v 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:
  - i. the result of the match played between those teams in the round robin phase.
  - ii. if teams are still equal, by the higher net run rate
  - iii. In a match declared a No Result, the higher net run rate will apply and supersede c (i) above.
- 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 winner will be the higher qualifier as determined in a) to c). 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.
- f. 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.

#### **4.10.3. 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 Senior A and 2C) 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 15.4 overs (15 overs) per hour, or the expiration of the time so required, whichever is the earlier.

#### **4.10.4. BONUS POINT (PREMIER, SENIOR A AND 2A 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.

#### **4.10.5. LENGTH OF INNINGS (SENIOR A GRADE INFORMATION IS IN BRACKETS)**

- a. In an uninterrupted match where 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 (15 overs) per hour.
- b. If either team in either innings fails to bowl the required number of overs (50) by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled. After consultation between the umpires regarding any time allowances, the umpires will inform the relevant captain(s) that their overrate was

insufficient and that this will be reported to Metro cricket. The umpires will report the slow overrate to Metro cricket by including this information in their Umpires' Report. If a team is reported twice in a season for a slow overrate they will have deducted two competition points. Any further reports of slow overrates will result in the deduction of a further point for each instance. 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).
- c. The over in progress at the cessation time shall count as a complete over.
- d. Declarations: The captain of the batting side may not declare his innings closed at any time during the course of the match.

#### **4.10.6. 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 4.10.3.

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 4.10.3.

#### **4.10.7. THE RESULT**

Please note: Duckworth Lewis Stern 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 drawn 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 4.10.2 (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 C - Determining a result of a match - 10.2.



#### **4.10.8. NUMBER OF OVERS PER BOWLER (SENIOR A GRADE INFORMATION IS IN BRACKETS)**

No bowler shall bowl more than 10 (9) 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.

#### **4.10.9. 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 semi-circles 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 (Senior A 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:

<b>Innings duration</b>	<b>Power play 1</b>	<b>Power play 2</b>	<b>Power play 3</b>
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 either 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'.

#### 4.11. TWENTY 20 MATCHES

MCC Laws of Cricket shall apply except as follows:

- a. Matches will start at time as indicated in the weekly draw with a 15 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 80 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 3.75 minutes per over in the total time remaining in the match. The umpires will take into account the 15 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 paying time available, the number of overs shall be reduced at a rate of 3.75 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. Four piece balls are to be used - as per the list of approved balls provided by Metro.

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 batsman 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

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, 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 C - Determining a result of a match - 10.3.

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 Stern method (with officially-appointed umpire) 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 C - 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 section, placings will be decided by who beat whom if two or more teams are on equal points. If this does not produce a clear order of placings, then net run rate will be used.

vii. In the Premier Senior A, 2A, 2B, 2C and Cavaliers Twenty20 Competitions, placings at the end of the round robin will be decided by net run rate if two or more teams are on equal points.

k. The venue of the final will be at the home ground of the higher placed team. Metro reserves the right to allocate this venue.

#### **4.12. CHAIRMAN'S CUP ONE-DAY KNOCKOUT COMPETITION**

The format of this competition will be determined by Metro prior to the calling of entries for this competition.

a. Hours of Play

Matches shall be of 40 overs duration per innings with a limitation on any bowler of 8 overs. Matches shall start at 12pm. An afternoon tea interval of 20 minutes between innings will be taken. One drinks break is permitted in each session.

b. Competition Format

i. The competition will comprise a sudden-death elimination series of matches, drawn by Metro. The draw for all the Chairman's Cup matches, whether they are first round matches, semi-finals or finals will be by this random ballot. The first named team drawn will be awarded the home match.

ii. The venue of the final match will be at the home ground as determined above.

iii. The team that wins the final shall be the winner of the Chairman's Cup. In the event of the scheduled final date being postponed an alternate date will be scheduled within the season playing dates where possible. If at the alternate date the match is deemed cancelled or a no result, the trophy will be shared.

iv. Two-piece balls must be used.

v. The sole criteria for player selection in teams playing in this competition is that no more than two players who have played more than 50% of days available for the clubs involved in First Grade or the Skilton Trophy competitions during the season to date shall be eligible to play in any one match.

c. Length of Innings

In matches where the start is delayed or where play is suspended the following bowling restrictions shall be used:

Start Time	Overs	Max. Overs per Bowler
12pm to 12.45pm	40	8 overs per bowler
12.46 to 1.45pm	30	7 overs per bowler
1.46 to 2.45pm	25	5 overs per bowler

d. The Result

- i. A result can be achieved only if both teams have batted for at least 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.
- ii. All other matches, in which one or both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared a no result game.
- iii. In a match in which both teams have had both opportunity of batting for the agreed number of overs (i.e. 40 overs each in an uninterrupted match, or a lesser number of overs in an interrupted match), the team scoring the higher number of runs shall be the winner.
- iv. In the event of a tie, fewer wickets lost will determine the winner. If wickets lost are the same, the higher number of runs after the first five overs will be deemed the winner. If this is the same, runs per ball over the total of the innings (including wides and no balls) will be used, with the faster scoring rate being deemed the winner.
- v. It is important that teams record the score at the end of each over.
- vi. If the match is unfinished, the winner will be the side that has scored the faster in runs per over, provided that 25 overs have been bowled at the side batting second. The assessment of such run rate is to be made over the number of completed overs of the team batting second, when play is finally abandoned. This is then compared with the

scoring rate of the side batting first up to this over taken from the commencement of the innings. If the scoring rate is the same, fewer wickets lost will determine the winner. If this is the same, the higher number of runs after the first five overs will find the winner.

#### 4.13. SKILTON TROPHY

Matches shall be of one day's duration. A minimum of 20 overs per team will constitute a match.

a. Competition format

The competition will comprise of one full round of matches, a semi-final, and a final. The final will be between the two teams that have the highest points total after the full round. If teams are equal on points at the end of the full round, rankings will be decided by the higher net run rate (a team's net run rate is calculated as the average number of runs scored per over by that team throughout the competition less the average number of runs scored per over against that team throughout the competition, but bearing in mind that, in a match where a team is all out in less than their full quota of overs, the calculation of average number of runs scored per over will be based on the full quota of overs that the teams were entitled to face on that day and not the number of overs in which a team was dismissed) between those teams in games exclusively involving those teams.

b. In a match declared abandoned due to weather the run rate is not applicable. The final match will be at the venue of the higher ranked team.

The team that wins the final shall be the winner of the Skilton Trophy. In the event of the scheduled final date being postponed a reserve day will be scheduled within the season playing dates. If on the reserve day the match is deemed cancelled or no result, the trophy will be awarded to the higher qualifier.

c. To be eligible to play in the semi-final or final, a player should have played or been go-

ing to play (in the event of a match declared abandoned) in at least three of the full round matches.

Note: Points for the round robin matches (but not the Skilton Trophy semi-final or final) are combined with the two-day points when determining the Senior A champion.

#### **4.14. 2A AND 2B GRADES SPECIAL CONDITIONS**

No Play on First Day of a Two-Day match

- a. All 2-day play 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:
- b. 2A Grade Men, 2B Grade Men, 2C Grade Men, Canterbury Schools 1st XIs will play under the same conditions as Premier Grade Men. See Condition Recalculation of Overs (Playing time lost)
- c. Starting times shall be as for a normal 2-day match.

#### **4.15. 2C GRADE PLAYING CONDITIONS**

In all 2-day matches a 50 over limitation on the first innings shall apply.

- a. In the situation where a team has completed 50 overs in the first innings and is still behind the follow-on total, then the team can be made to follow-on by the opposition. Please note: the follow-on mark is 100 runs behind.
- b. Hours of play:  
12.00pm-3.00pm  
3.30pm-6.30pm
- c. If the change of innings occurs within 30 minutes of the scheduled tea break, tea will be taken immediately in conjunction with the change of innings.
- d. A minimum of 90 overs must be bowled in a day with the cessation of play at 6.30pm, whichever comes later.