

## 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

a) 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.

b) The playing eleven cannot be changed except when section (e) of this condition or Condition 3.8 (Section 2) (Replacements) 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. TIME WASTING

Umpires should fully take into account any deliberate slowing down of the tempo by either batsmen or fieldsmen 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. 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 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. Law 2.5 applies but 15 minutes is replaced with 8 minutes.

#### 4.4. 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.

**4.5. INTERVALS (IN ACCORDANCE WITH LAW 15)**

- 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.

**4.6. 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.

- 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 two hours may be made up only at the end of the day's play, with the final hour starting no later than 7.00pm
- 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.

**4.7. OVER RATES**

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 16.5, 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.

#### 4.8. 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:

- 1) Lunch and Tea interval
- 2) Intervals between innings
- 3) Stoppage due to pitch, ground, weather, light and unforeseen delays
- 4) Injuries to players
- 5) 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 responsi-**

**bility 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.**

#### 4.9. 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.

#### 4.10. 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:

1) 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.

2) 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.**

## 4.11. ONE-DAY MATCHES

### **SPECIAL CONDITIONS**

#### **4.11.1. 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.

#### **4.11.2. 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.

#### **4.11.3. HOURS OF PLAY (FOR PREMIER, SENIOR A AND 2A ONE-DAY GRADES)**

a) The hours of play shall be as per the table in section 2.7.

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.

#### **4.11.4. BONUS POINT (PREMIER, SENIOR A AND 2 RED & 2 BLACK 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.

#### 4.11.5. 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 overate 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 take 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).
- b) The over in progress at the cessation time shall count as a complete over.

c) Declarations: The captain of the batting side may not declare his innings closed at any time during the course of the match.

#### 4.11.6. 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 4.11.3.

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 4.11.3.

#### 4.11.7. 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 4.11.2 (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 B.

#### **4.11.8. 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.

#### **4.12. 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. Delayed/Interrupted Matches: to the team batting first. 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.

To the team batting second: 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.

d) Four piece balls are to be used - as per the list of approved balls provided by Metro.

e) 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.

f) The following fielding restrictions apply:

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

g) Law 31 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.

h) 5 points allocated for a win, 0 points for a loss, 3 points tie or abandoned

i) The Result

1) 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.

2) 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.

3) 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 D (page 59).

4) 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-ap-

pointed umpires, the score may be calculated using the formula in Appendix C.

5) 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.

6) 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.

7) 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.

## 4.13. SENIOR A - 2-DAY COMPETITION

### 4.13.1. HOURS OF PLAY

For the purposes of these conditions the words "20 overs" as used in Laws 16.6 & 16.7 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

1) Play may be abandoned up to one hour prior to the scheduled end of play on the second day.

2) 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.

c) Notwithstanding any variation to the standard hours of play but subject to laws 16.6 and 16.7 and over rates, the scheduled hours of play are to be confined to the period 12.00 pm. to 7.30 pm.

**4.13.2. POINTS****How points are allocated****Points awarded**

For bonus points, refer to Playing Condition 4.5	
Outright win	10
Outright tie (2nd innings of both teams completed)	5
	(+ 1st innings points)
1st innings win	2
1st innings tie	1

**4.13.3. TIME FOR TEA INTERVAL-LAW 15**

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.

**4.13.4. 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.

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 will continue until the required number of overs has been completed.

f) 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.

g) 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.

h) 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:-

- 1) Tea interval
- 2) Intervals between innings
- 3) Stoppage due to pitch, ground, weather, light and unforeseen delays
- 4) Injuries to players
- 5) Second drinks break in any one session

i) 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 are concerned. The umpires will be responsible for communicating the match over rates to Metro.



**4.13.5. COMPULSORY DECLARATION**

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

**4.13.6. 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:**

- 1) That time to be made up will be a maximum of one hour in total.
- 2) 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.
- 3) 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 4.9.

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

- 1) That time to be made up will be a maximum of one hour in total.
- 2) 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.
- 3) 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 4.9.

- 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 days 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 Local Play Condition 2.11

**4.13.7. 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. The next over after that moment shall be the first of a minimum of 17 6-ball overs, provided a result is not reached earlier or there is no interval or interruption in 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 (ie. A stoppage caused by weather, light or any other unavoidable cause) or an interval between innings, the overs to be bowled are to be calculated on the following basis:-

**1) Interruptions**

In the case of interruptions, deductions must be made from the minimum 17 overs on the basis of one over deducted for every complete 3 minutes 30 seconds of playing time lost. Any over uncompleted at the beginning of an interruption must be completed on the resumption of play and counted as one over.

**2) 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) based on overs remaining-at the conclusion of the innings, the number of overs that remain to be bowled, of the minimum in the last hour, to be noted. If this is not a whole number it is to be rounded up to the next whole number. Three overs to be deducted from the result for the interval.

b) based on time remaining-at the conclusion of the innings, the time remaining until the agreed time for close of play to be noted. Ten minutes to be deducted from this time, for the interval, to determine the playing time remaining. A calculation to be made of one over for every complete 3 minutes and 30 seconds of the playing time remaining, plus one more for any further part of 3 minutes and 30 seconds remaining.

#### **4.13.8. UMPIRES TROPHY**

For the Senior A team in Metro competition which shows the most consistency in the following aspects of the match:- Sportsmanship and Behaviour, Punctuality, Dress

This award gives recognition to a team for aspects of the match that are regarded as most important to Metro. The Umpires controlling each match will award points and at the conclusion of each round they will forward their card to Metro Points Steward. Points will be awarded on the following proportions out of a maximum of 30 points:-

- 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.
- 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.
- Dress (8 points)  
At the discretion of the Umpires, points may be deducted for unclean or untidy personal clothing including footwear.

#### **4.13.9. NEW BALL**

Either Captain may demand a new ball at the start of each innings.  
The Captain of the fielding side shall have

the option of taking a new ball after 70 overs have been bowled with the old one.

#### **4.13.10. CLOTHING AND FOOTWEAR**

Dress code shall be white or cream trousers, shirts, socks, footwear (and pullovers when worn).

#### **4.14. 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

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.

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

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.

Two-piece balls must be used.

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

a) 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.

b) 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.

c) 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.

(d) 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.

e) It is important that teams record the score at the end of each over.

f) 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.

#### 4.15. 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 going 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.

#### 4.16. ONE-DAY FINAL ELIGIBILITY

Players selected for the one-day Semi-final and Final must have played in a minimum of THREE Premier, Senior A, 2A or 2B grade one-day matches, in their respective teams, throughout the season. Both clubs are to submit a playing list of their Premier and/or 2A grade teams as if the Premier and/or 2A grade team was to play on that day. **Metro reserves the right to grant dispensation in exceptional circumstances, and Metro shall be the final judge on who constitutes a 2A and 2B grade player. Semi Finals will comprise of the top four teams from the round robin competition.**

#### 4.17. 2A AND 2B GRADES

##### **SPECIAL CONDITIONS**

##### **No Play on First Day of a Two Day match**

1) 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:

- i) 2A Grade Men, 2B Grade Men, 2C Grade Men, Canterbury Schools Youth and 2nd Grade will play under the same conditions as Premier Grade Men. See Condition 4.7
- ii) Starting times shall be as for a normal 2 day match.

#### 4.18. 2C GRADE

Playing Conditions

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

c) Hours of play:

11.00pm-2.30pm

3.00pm-6.30pm

d) 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.

e) A minimum of 90 overs must be bowled in a day with the cessation of play at 6.30pm, whichever comes later.

#### 4.19. GRAHAM DOWLING SERIES

The normal rules of cricket apply unless otherwise stated in these playing conditions.

##### **2nd Grade Black-Red**

Start time is 10.30am

Overs: 105 overs

The team batting first gets 53% of the overs available.

Team batting first has a maximum of 55 overs

Team batting second has a minimum of 50 overs

##### **2C Grade**

Start time is 11.00am

Overs: 100 overs

The team batting first gets 53% of the overs available.

Team batting first has a maximum of 53 overs

Team batting second has a minimum of 47 overs

##### **General**

##### **1. Interval**

- A 30 minute interval shall be taken between innings.
- If a team batting first is dismissed or declares before their maximum overs allocation is completed, then any complete overs remaining will become available to the second batting team.

##### **2. Points**

- Win by the team fielding first (having won the toss) – 10 points
- Win by the team fielding first (having lost the toss) – 12 points

- Win by the team batting first (having lost the toss) – 12 points
- Win by team batting first (having won the toss) – 12 points
- Tie – 4 points each
- Loss – 0 points
- Winning draw – 4 points
- Losing draw – 2 points
- No Result – 3 points

**3. Performance points**

- Performance points will be the same as for Metro Two-day competitions; that is, 0.01 for every run scored. 0.2 for every wicket taken.

**4. Delayed starts and Interruptions**

- For time lost prior to the start of play, to recalculate overs, see charts for 2nd Black-Red and 2C Grades.
- If there is time lost during the first innings of the match, refer to the Time Lost table. Having done this, if the overs exceed the number of overs left to the team batting first, refer to the Handbook; 10 Appendix C, page 54).
- If there is a loss of time during the second innings of a match, the team batting second receives a revised total as a winning/losing draw total.
- This is calculated through the old way (see Handbook; 10 Appendix C, page 54); that is, the winning draw total is what Team 1 scored off their last xxx overs or Team 1's average run rate throughout their innings, whichever is higher. This is the adjusted target.
- An outright win can be achieved if the team batting second (Team 2) scores the total number of runs Team 1 scored (the original, unadjusted total) or Team 2 gets dismissed.

**5. Fielding Restrictions**

In the last 20 overs of both innings, there can be no more than 5 fielders outside the circle. While this might not be marked, it is generally accepted that it is 30 yards (about

27.43 metres).

**6. Wides**

One-day rule for wides will apply; see Handbook 2.19

**2nd Black-Red Playing time lost at the start of play**

Mins Lost	Overs Lost	Overs Left	1st Inns	2nd Inns
0	0	105	55	50
4	1	104	55	49
8	2	103	54	49
12	3	102	54	48
16	4	101	53	48
20	5	100	53	47
24	6	99	52	47
28	7	98	52	46
32	8	97	51	46
36	9	96	50	46
40	10	95	50	45
44	11	94	49	45
48	12	93	49	44
52	13	92	48	44
56	14	91	48	43
60	15	90	47	43
64	16	89	47	42
68	17	88	46	42
72	18	87	46	41
76	19	86	45	41
80	20	85	45	40
84	21	84	44	40
88	22	83	44	39
92	23	82	43	39
96	24	81	43	38
100	25	80	42	38
104	26	79	42	37
108	27	78	41	37
112	28	77	41	36
116	29	76	40	36
120	30	75	40	35
124	31	74	39	35
128	32	73	39	34
132	33	72	38	34
136	34	71	38	33
140	35	70	37	33
144	36	69	37	32
148	37	68	36	32
152	38	67	36	31
156	39	66	35	31
160	40	65	34	31
164	41	64	34	30
168	42	63	33	30

172	43	62	33	29
176	44	61	32	29
180	45	60	32	28
184	46	59	31	28
188	47	58	31	27
192	48	57	30	37
196	49	56	30	26
200	50	55	29	26
204	51	54	29	25
208	52	53	28	25
212	53	52	28	24
216	54	51	27	24
220	55	50	27	23
224	56	49	26	23
228	57	48	25	23
232	58	47	25	22
236	59	46	24	22
240	60	45	24	21
244	61	44	23	21
248	62	43	23	20
252	63	42	22	20
256	64	41	22	19
260	65	40	21	19

100	25	75	40	35
104	26	74	39	35
108	27	73	39	34
112	28	72	38	34
116	29	71	38	33
120	30	70	37	33
124	31	69	37	32
128	32	68	36	32
132	33	67	36	31
136	34	66	35	31
140	35	65	34	31
144	36	64	34	30
148	37	63	33	30
152	38	62	33	29
156	39	61	32	29
160	40	60	32	28
164	41	59	31	28
168	42	58	31	27
172	43	57	30	37
176	44	56	30	26
180	45	55	29	26
184	46	54	29	25
188	47	53	28	25
192	48	52	28	24
196	49	51	27	24
200	50	50	27	23
204	51	49	26	23
208	52	48	25	23
212	53	47	25	22
216	54	46	24	22
220	55	45	24	21
224	56	44	23	21
228	57	43	23	20
232	58	42	22	20
236	59	41	22	19
240	60	40	21	19

**2C Playing time lost at the start of play**

Mins Lost	Overs Lost	Overs Left	1st Inns	2nd Inns
0	0	100	53	47
4	1	99	52	47
8	2	98	52	46
12	3	97	51	46
16	4	96	50	46
20	5	95	50	45
24	6	94	49	45
28	7	93	49	44
32	8	92	48	44
36	9	91	48	43
40	10	90	47	43
44	11	89	47	42
48	12	88	46	42
52	13	87	46	41
56	14	86	45	41
60	15	85	45	40
64	16	84	44	40
68	17	83	44	39
72	18	82	43	39
76	19	81	43	38
80	20	80	42	38
84	21	79	42	37
88	22	78	41	37
92	23	77	41	36
96	24	76	40	36