

## 5. AFTERNOON GRADES - MEN:

### **METROPOLITAN 3A, 3B, 3C, PRESIDENTS, CAVALIERS, 4A, 4B, 4C GRADES**

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

#### Local Playing Conditions

#### 5.1. NO BALL

##### **CONDITIONS 2.17 AND 2.17.1 ALSO APPLIES**

If the ball passes or would have passed above the shoulder height of the striker standing upright at the crease the Umpire shall call and signal "no ball".

#### 5.2. OVERS

In all matches the one innings of each side shall be restricted to 40 overs, with no bowler being permitted to bowl more than 8 overs in the opposing side's innings.

##### *Points*

Win	5 points
Loss	0 points
Tie or abandoned	3 points

##### *Points for win by Default*

Where a team wins by default, points awarded to such team for that win shall be the equivalent of the maximum points gained by any other team in that grade and in that round. Where two teams agree (with the consent of Metro) to defer a match to an alternative date(s), that particular match must be played under the same terms and conditions as the round of play in that grade which the game was originally scheduled.

#### 5.3. ONE DAY ELIGIBILITY

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

played in the competition.

The clubs involved are to submit a playing list plus team lists of those higher teams in their club as if they were playing on the same day as the Semi/Final.

Metropolitan Cricket reserves the right to grant dispensation in exceptional circumstances, and shall be the final judge of who constitutes a player in that grade.

#### 5.4. PRESIDENTS GRADE

##### **SPECIAL CONDITIONS**

##### 1. Draw

There will one competition of two rounds played for the major trophy. Any games missed through cancellations will not be replayed. The last 4-5 playing days of the season will involve a new, split competition.

2. In a No Result match, both teams will receive 3 points. The bye team will receive the highest number of points scored in that day.

3. Captains may complete Captain's Reports which can be found on the Home page under Club Cricket tab. The information given will include comments on pitch and ground quality, umpiring, any incidents and any other relevant matter.

##### 4. Age Guidelines.

In Presidents Grade all teams must take the fields with at least nine players over the age of 35. If a team is unable to comply with this condition, dispensation may be given by Metro, by noon on the day preceding the match or the morning of the match. Failure to comply with these conditions will mean loss of points for the match concerned.

##### 5. The Use of a Runner

If a player is injured during the course of a game, that player, when batting, may have the use of a runner if such injury prevents him from running freely.

#### 5.5. LATE ARRIVAL

If a player arrives late to a men's afternoon grade match, the player can fully participate

in the match from the moment the player enters the field of play, regardless of whether the player is a batsman or bowler.

## 5.6. CAVALIERS TWENTY20 GRADE

### **SPECIAL CONDITIONS**

Start time: 2.00pm. There will be a 10 minute break between innings with matches to be completed by 6.00pm.

Each team will comprise 9 players.

Each innings will consist of 20 overs or when 8 wickets have been taken. Batsmen are to retire at the end of the over in which they reach 40 runs; however, a batsman may return once the rest of the team has batted.

There is a minimum of 5 bowlers; each bowler can bowl a maximum number of 4 overs. Once a bowler has taken 3 wickets he may complete the over, after which he cannot bowl again in the innings.

There must be a minimum of 3 fielders on each side of the wicket. Metro-approved balls shall be used; however, it is not necessary to use a new ball for every match.

All wides and no balls are to be rebowled and they concede 1 run plus whatever runs are scored off the no ball delivery. **There are no free hits.** Each innings shall be completed in 80 minutes.

Points:

Win – 5 points, Loss – 0 points, Tie or no result – 3 points

The use of a runner - see condition 5.4.5

## 5.7. 4TH GRADE

Dress: For all Fourth Grade teams, provided the team wears a uniform dress, alternate clothing of a sporting nature can be worn, i.e. whites are not compulsory but can be worn. Matching track pants and shirts can be worn. However, a tidy standard of dress is requested.