



CHRISTCHURCH METROPOLITAN CRICKET ASSOCIATION
HANDBOOK 2016/17



NUMBER

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METROPOLITAN MEN CLUB PREMIER TEAM OF THE SEASON

This team will be announced at the Representative and Club End of Season function. The criteria for selection for this paper team is based on the players' club statistics accumulated over the entire club season.

The team is made up of twelve players selected as a balanced side of opening batsmen, upper-middle order batsmen, all-rounders, spinners and pace bowlers. All categories depend on whether candidates qualify; for example, there may not be a spinner who has done enough to warrant selection.

Selectors: Brendon Donkers, club cricket administrator.

METRO CANCELLATION LINE

Dial (03) 281 8948

Every Saturday morning for information of weekly cricket cancellations.

METRO MATCH RELATED DISPUTES PROCESS

Any complaints or disputes arising out of or in connection with any competition matches shall be made in writing on club letterhead, from the club involved, to Metro no later than 72 hours following the occurrence of the matter complained of or disputed. It is, however, the duty of every Captain in the first instance, before making an official complaint, to make every possible endeavour to resolve the matter with his opposing Captain before leaving the field of play in any match.

CLUB CRICKET CONTACT

During each Saturday a Metro contact (Mike Fisher) will be available and on call to answer any concern regarding Club and Youth cricket.

In the event of a dispute over pitch conditions between the captains in a match without officially-appointed umpires, this official is to be contacted. He will visit the ground in question and his decision will be final.

Mike Fisher – 027 286 0419

what's **NEW?** for **2016/17**

The following changes or additions have been made by Metro. This page will give you a quick reference to the relevant section in the Handbook.

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1. THE LAWS OF CRICKET

THE SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with captains.

1.1. RESPONSIBILITY OF CAPTAINS

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

1.2. PLAYER CONDUCT

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

1.3. FAIR AND UNFAIR PLAY

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

1.4. THE UMPIRES ARE AUTHORISED TO INTERVENE IN CASES OF:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action they consider to be unfair

1.5. THE SPIRIT OF THE GAME INVOLVES RESPECT FOR:

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

1.6. IT IS AGAINST THE SPIRIT OF THE GAME:

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:
 - a) to appeal knowing that the batsman is not out
 - b) to advance towards an umpire in an aggressive manner when appealing to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

1.7. VIOLENCE

There is no place for any act of violence on the field of play.

1.8. PLAYERS

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

The players, umpires and scorers in a game of cricket may be of either gender and the Laws apply equally to both. The use throughout the text, of pronouns indicating the male gender is purely for brevity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to women and girls equally as to men and boys.

2. LOCAL PLAYING CONDITIONS

CHRISTCHURCH METROPOLITAN CRICKET ASSOCIATION

2.1. LAWS

The Laws of Cricket (2000 Code 5th Edition - 2013), published by the Marylebone Cricket Club shall apply to all competition cricket under the jurisdiction of the association, subject to such modification by Local rules as may from time to time be agreed upon by the Christchurch Metropolitan Cricket Association. Hereafter the Christchurch Metropolitan Cricket Association shall be referred to as Metro and shall include all of its committees and sub-committees. Local Rules presently in force are as follows:

2.2. FITNESS OF PITCH, GROUND, WEATHER AND LIGHT

In games with officially-appointed Umpires prior to the commencement of play a decision as to the fitness of conditions shall be left to the officiating umpires, unless the Christchurch City Council or Metro Cricket have decided the grounds are unfit for play. Should it be necessary to cancel play on any day due to inclement weather conditions, a communication will be provided over Newstalk ZB (1098Am), the Metro Facebook, on CCA phone and Metro Website. If there is no announcement by 11.00am matches will be played. When Metro has decided that cricket is to be played then any further decision regarding fitness of conditions (pitch, ground, weather, light) shall be dealt with as follows:

- a) Pitch, ground and weather
 i) All decisions concerning the fitness of the pitch, ground weather and light, shall be solely in the hands of the officially appointed umpires, provided that the umpires shall not abandon play without informing both captains.

- ii) If play has continued in light rain, then play can continue after a stoppage or interval if the umpires deem that the conditions are the same as when play had carried on earlier.

b) Fitness of Light

The umpires will only suspend, or continue to suspend, play for bad light when they consider there is a risk of serious physical injury to the batsman. Among the facts to be considered are background, sightscreens and the types of bowling.

- c) Decisions regarding fitness of pitch, ground, weather and light in games where there are no officially-appointed umpires are to be agreed by both captains.

- d) In the case of a dispute over a game continuing in obviously unfit conditions, because of the failure of both captains to agree, the Club Contact should be consulted. If not, Metro may declare the game to be drawn, or abandoned. Metro reserves the right to rule on fitness of conditions in the game or games under dispute.

2.3. STUMPS

- a) The host club (home games) for Premier and Senior A games shall be responsible for supplying a full set of stumps and bails.
 b) Teams in all other grades (2A and below) shall carry 3 stumps and 2 bails for grass pitches.
 c) For games played on artificial pitches at Hagley Park (Polo Grounds and Hospital Corner), the controlling body is responsible for stumps and bails.
 d) Grounds must be clearly marked in accordance with the laws, and boundaries defined by means of a white line and flags.

2.4. USE OF COVERS

- a) Covers must be used in Premier Men's, Senior A and 2A Grade matches except where f) shall apply, and they must be accessible during the duration of the match. (The covers must provide maximum protection to

the pitch in the proper spirit of the game. The covers must be at least 30m x 6m in dimensions, and be fit (i.e. the covers must not leak) for the purpose of keeping water off the playing surface. The covers must be suitably anchored to the ground with enough metal pegs to ensure that the wind cannot lift the covers from their set position.

b) Hessian must be used in all grades that are required to use covers.

c) If it is not raining on the evening prior to the commencement of play the pitch shall be covered no later than 8.00pm to provide the necessary protection from the weather. Every endeavour should also be made to protect the pitch against adverse weather conditions in the days prior to the commencement of the match.

d) Covers shall be removed with due care to ensure that no surface water is left on the match pitch or playing block. The covers shall be removed on the morning of the match no earlier than 5am and no later than 3 hours prior to the scheduled start time, unless it rains or rain is threatening. (90 minutes prior to the start if covers are on wheels.) In Senior A matches the covers must be removed by 7.30am (rather than 3 hours prior to the start of the match).

e) The same conditions must apply for both days of the two-day match.

f) The host club is responsible for the carrying out of b), c) and d) above.

g) In appropriate circumstances, Metro will inform the clubs that the covers may be left off the pitch on the night prior to the commencement of play (on either day) to assist in drying of the pitch.

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

In 1 Day competitions which require covers: The team responsible for putting on the covers will be penalised 5 points.

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

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

In 2 Day competitions which require covers: The team responsible for putting on the covers will be penalised 5 points.

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

For example

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

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

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

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

OR Team A, who incurs a covers violation, draws with Team B. Team A has gained 7.68

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

2.5. ARTIFICIAL PITCHES

- If a ball, after delivery by the bowler, pitches on the grass or the edge of the composition strip it shall be ruled as “wide”.
- If a bowler does not have at least one foot on the composition pitch at the moment of delivery, a “no-ball” shall be called.
- Spikes must not be worn while playing on artificial wickets. Offending teams are liable to a fine at the discretion of Metro.
- Games must take place on pitches allocated by Metro.

2.6. OVERLAPPING BOUNDARIES

When two or more matches are being played on the same ground and the boundaries for adjoining pitches overlap, the following will apply: If the ball in play is stopped or obstructed, whether deliberately or otherwise, by anyone other than a member of the fielding side, except where the ball shall strike the umpire, the umpire will, if, in his opinion, the ball if not stopped or obstructed would have reached the boundary, signal the boundary in the usual manner and the ball shall then deemed to be ‘dead’.

If the ball would not, in the opinion of the umpire, have reached the boundary, play will continue as if it had not been obstructed or stopped, but in such case the striker shall not be then liable to be given out caught.

2.7. HOURS OF PLAY

MEN'S CRICKET			
Grade	Session One	Session Two	Session Three
2 Day			
Premier, 2 Red - Black	10.30-1.00pm	1.40-3.40pm	4.00-6.00pm
Senior A	12.00-3.00pm	3.30-6.30pm	
2C	11.00-3.00pm	3.30-6.30pm	
Canterbury Schools, 2nd Grade	10.30-1.00pm	1.40-3.40pm	4.00-6.00pm
Graham Dowling Series			
2 Red - Black	10.30-2.15pm	2.45-6.00pm	
2C Grade	11.00-2.15pm	2.45-6.00pm	
1 day			
Premier, 2 Red - Black	10.30-1.45pm**	2.25-5.40pm**	
2C	12.00-3.00pm	3.30-6.30pm	
Senior A	12.00-3.00pm	3.30-6.30pm	
Canterbury Schools, 2nd Grade	10.30-1.45pm	2.30-6.00pm	
3A, 3B, 3C, Presidents, 4A, 4B, 4C Men	1.00-3.20pm*	3.40-6.00pm	
Cavaliers T20	2.00-3.30pm	3.20-4.50pm	

WOMEN'S CRICKET			
Grade	Session One	Session Two	Session Three
Premier 1-day	10.30-1.30pm**	2.10-5.10pm	
Division 1	1.00-3.20pm	3.00-5.20pm	
Social Twenty20	2.00-3.15pm	3.35-4.50pm	
YOUTH CRICKET			
Grade	Session One	Session Two	Session Three
Youth Open	1.00-3.15pm	3.30pm	6.00pm
Year 9A	10.30-1.00pm	1.40-3.40pm	4.00-5.00pm
Year 9B	1.00-6.00pm		
Year 9C	9.00-12.00pm		

* Approximate times only, sessions completed at end of 40 overs

** Sessions completed at end of 50 overs

*** Approximate times only, sessions completed at end of 20/35 overs as appropriate

Any over left uncompleted at the end or an innings is to be excluded from any calculations. In the case of all 2-day matches, play may be abandoned up to one hour prior to stumps on the second day, provided there is no prospect of a decision and subject to both captains agreeing.

If both teams have only completed their first innings after the tea interval on the second day and there is no likelihood of an outright decision being reached by either team, play may be abandoned subject to the agreement of both captains. Teams also have the option of continuing to the scheduled end of play to continue to accrue bonus points.

2.8. DRINKS

Non-alcoholic drinks may be taken during any grade when agreed upon by both captains, and umpires.

2.9. THE TOSS

The toss should take place on the field of play in all games at least 15 minutes prior to the commencement of play, in the presence of at least one umpire if any have been appointed to the match.

2.10. PLAY INTERRUPTED BY RAIN (2-DAY MATCHES)

In the event of delays in play caused by rain the time for the Lunch interval may be varied, having been agreed upon by Captains, or ordered by the Umpires.

2.11. DECLARATIONS (2-DAY MATCHES)

- a.) Captains when declaring during an interval must notify the umpires immediately, not only as an act of courtesy but also to ensure that the umpires are aware of the exact time of declaration in order to determine when play shall recommence.
- b) In addition to Law 14 which provides an option to the Captain of the batting side only. It is not the intention that any declaration or forfeiture should become the subject of an open agreement between the Captains (other than under Playing Condition 4.7 dealing with Playing Time Lost). Under the Spirit of the Game, such actions would be seen as unacceptable and, therefore, such practices are potentially liable under the Code of Conduct. In games under the control of officially-appointed umpires, if the umpires have grounds for thinking any such agreement has taken place, they shall report accordingly to Metro.
- c) It is the desire of Metro that captains make every endeavour to play positive cricket in seeking a result while maintaining the integrity of the game. However, the collusion by Captains to manipulate a result would be viewed as contrary to the Spirit of the Game and dealt with under 11b.

2.12. BALLS

- a) 4-piece balls are to be used in all matches in Premier (Kookaburra Regulation), Senior A (Kookaburra Club Match), 2A (Kookaburra Club Match), and 2B (Kookaburra Club Match) grade Men’s matches (i.e. all Morning grades). White balls are to be used in only the Premier Grade for one day (Kookaburra Regulation) and Twenty20 (Kookaburra Senator) formats. All Afternoon grades (ie 3rd grade, 4th grade, Presidents and Cavaliers) shall use 2-piece balls.
- b) A list of Metro approved balls is provided below. These balls only may be used in club matches played under the jurisdiction of Metro.
- c) For inappropriate use of a 2-piece ball in Premier, Senior A, 2A and 2B Men’s Grades for not using approved balls in any grade, a loss of points will be imposed at the discretion of Metro.

A new ball may be taken after 70 overs. Teams in Grades below Premier, Senior A and 2A do not have to use a new ball in the second innings of a match.

APPROVED LIST OF CRICKET BALLS

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

2.13. BOWLER BREAKING DOWN -INCOMPLETE OVERS

- a) If, during any match, a bowler is unable to complete the over, the remaining balls shall be bowled by another bowler.
- b) No bowler shall participate in consecutive overs or any part thereof.

2.14. THROWING

a.) For a delivery to be fair the ball must be bowled not thrown. A ball shall be deemed to have been thrown if, in the opinion of either Umpire, the process of straightening the bowling arm, whether it be partial or

complete takes place during the part of the delivery swing which directly precedes the ball leaving the hand. This definition shall not debar a bowler from the use of the wrist in the delivery swing. A deliberate ‘baseball’ type throw by the bowler to the striker, should be called No-Ball by either umpire and the process in Law 24 (2) should be followed.

b.) If, in the opinion of both umpires, the bowler is deemed to have thrown the ball, the umpires shall inform the bowler and his captain that it will be reported in the Umpires’ report to Metro Cricket. If Metro receives a second report in the same season on the same bowler, Metro will undertake a formal process to check the bowler’s action.

2.15. NUMBER OF LEG-SIDE FIELDSMEN

No more than two fieldsmen may be placed behind the popping crease on the on side at the time the bowler delivers the ball. In the event of any infringement of this rule, the Umpire shall call and signal “no ball” at the instant of delivery or as soon as possible thereafter

2.16. FIELDING RESTRICTIONS

- (i) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
 - (ii) 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.
- The following fielding restrictions shall apply:
- (a) 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.

(b) 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.

(c) 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.

(d) 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.

Innings duration	Power-play 1	Power-play 2	Power-play 3
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

(e) 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.

(f) 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.

(g) The umpire shall also indicate to the fielding captain at the start and end of either Powerplay.

(h) In the event of any infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

2.17. NO BALL

i) The Feet - Law 24.5

(a) the bowler's back foot must land within and not touching the return crease appertaining to his stated mode of delivery.

(b) the bowler's front foot must land with some part of the foot, whether grounded or raised
(i) on the same side of the imaginary line joining the two middle stumps as the return crease described in (a) above and
(ii) behind the popping crease.

ii) The bowling of fast short-pitched balls

a) A bowler shall be limited to two fast, short-pitched deliveries per over in one-day and two-day matches. In T20 matches, the bowler is limited to 1 short pitched ball per over.

b) A fast short-pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the striker standing upright at the crease, but not clearly above the batsman's head. A ball that passes clearly above head height of the batsman that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide. The umpire at the bowler's end

shall advise the batsman on strike when each fast, short-pitched delivery has been bowled.

c) For avoidance of any doubt, any fast, short-pitched delivery that is called a wide under this playing condition, shall also count as one of the allowable short-pitched delivery in that over.

d) In the event of a bowler bowling more than two fast short-pitched deliveries in an over in one-day or two-day matches, either umpire shall call and signal no ball on each occasion. In the event of a bowler bowling more than one fast short-pitched delivery in an over in a T20 match, either umpire shall call and signal no ball.

e) If a bowler delivers a third fast short pitched ball in an over (or a second fast short pitched ball in a T20 match), not only must the umpire call no ball, but he must invoke the procedure of cautioning the bowler, inform the other umpire, the captain of the fielding side and the batsman of what has occurred. The caution shall continue to apply throughout the innings.

f) If there is a second instance of such dangerous and/ or unfair bowling by the same bowler in that innings, the umpire at the bowler's end shall repeat the above procedure and indicate to the bowler that this is his final warning. Both the above caution and the final warning shall continue to apply even though the bowler may later change ends.

g) Should there be further instances by the same bowler in that innings, the umpire shall call and signal no ball, and direct the captain to take the bowler off forthwith. The over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over. In instances where such bowling occurs, a report shall be made by the Umpires to Metro no later than 72 hours following the conclusion of the match.

h) Any fast, short-pitched delivery over the head (even if it is called a wide) shall count as one of the allowable short-pitched deliveries

in that over.

i) The bowling of fast, short-pitched balls is unfair if the umpire at the bowler's end considers that by the repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing.

ii) The bowling of high, full-pitched balls Law 42 .6.(b).(1) shall mean any ball above the waist, **regardless of pace.**

a) Any delivery which passes, or would have passed, on the full above waist height of the striker standing upright at the crease is deemed unfair, shall be called no ball by the umpire at the bowler's end.

b) If the umpire considers that a high full-pitched ball is dangerous and unfair and was deliberately bowled, he will call no ball; when the ball is dead direct the captain to take the bowler off forthwith and to complete the over with another bowler. The bowler taken off cannot bowl in that innings again.

iii) Bowler breaking wicket in delivering ball As per Law 24.6, either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under Law 42.15, the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride.

2.17.1 NO BALL - FREE HIT

This applies to ALL No balls.

If a bowler delivers a no ball, a free hit will apply to the delivery following the no ball. Field changes are not permitted for the free hit delivery unless there is a change of striker. A batsman cannot be dismissed off a free hit other than in circumstances that apply to a no ball delivery.

If the delivery for a free hit is not legitimate (another no ball or a wide), the next delivery will become a free hit for whichever batsman is facing. The umpire at the bowler's end will call the free hit by extending his arm

straight upwards and moving it in a circular motion.

2.18. LBW - PLAYER UMPIRES

Law 36 shall apply to all LBW decisions.

Below are the questions a player-umpire should ask himself to reach a decision in an LBW appeal:

- i. Did the ball pitch between wicket to wicket or on the off side?
- ii. Was the first point of interception the striker's person or equipment and not his bat?
- iii. Was the first point of interception between wicket to wicket (or if the batsman was not playing a legitimate shot, the first point of interception can be on the off-side)?
- iv. But for that interception (in the umpire's opinion) would the ball have gone on to hit the wickets?

If you answer YES to all of the above questions the batsman is Out LBW.

If the umpire has any doubt, or answers No to any of the above questions, then the answer is NOT OUT.

Please note that a batsman cannot be given out LBW if the delivery is a no-ball.

2.19. WIDES - 1-DAY CRICKET

a. Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket or over the batsman's head. The following criteria should be adopted as a guide for Umpires:

b. Wide calls are subject to the judgment of an umpire. In 1-day cricket, a ball passing outside a line drawn between the bowling and popping creases, measured 432 mm (17 inches) from the Return crease shall be called wide. If the ball passes down the leg side, provided it has not passed between the leg stump and the striker's body and also provided that it has not touched the striker's bat or person, the bowler's end umpire shall call and signal wide.

For clarity:

i. If the batsman brings the ball sufficiently within reach and the ball passes outside the wide "guideline" then it is not a "wide". For example, a batsman moving to the off side as the bowler bowls, could bring the ball within his reach even though the ball passes outside the "wide" guideline, and if he fails to make contact with the ball, the delivery will not be called a wide.

ii. In extreme cases where the bowler delivers a ball and it passes wide of the return crease, then regardless of what movement the striker makes and even if he brings the ball within reach, if he makes no contact with the ball, then this delivery shall be called "wide".

iii. When a right arm bowler is bowling around the wicket to a right hand batsman, or left arm bowler bowling around the wicket to a LH batsman and bowls full yorkers on the off side marked "guideline"; this is deemed a negative tactic, and the delivery should be called "wide".

c. Switch Hit

The interpretation to be followed for calling a wide when a switch hit or reverse sweep is played or the batsman gets in a position to play the shot and then aborts it, is as follows.

i. By the batsman playing the switch hit or the reverse sweep or getting in a position to play the shot, he is deemed to bring the ball sufficiently within his reach, on the leg side as well.

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

iii. Simply, when the batsman plays or aborts playing a reverse sweep or a switch hit, these shots negate the leg stump wide interpretation.

The aim should be that consistency is maintained during the match. Team captains and/or coaches are encouraged to agree on the interpretation of the wide rule before the commencement of play. If the captains cannot agree then the above ruling should be used.

The dimensions are 840mm on the off-side and the leg side. All measurements are taken from the middle stump

2.20. PENALTY RUNS

Penalty runs may only be awarded by officially appointed Umpires.

2.21. PITCH AND UMPIRE REPORTS

Reports on umpires and pitch conditions shall be completed, online, by captains of all Grades with officially appointed umpires (i.e. Premier Men and Senior A Men). Such reports should be returned to the Metro Operations Manager, Mike Fisher; mfisher@christchurchmetrocricket.com, by 4.00pm Tuesday following the reported match. Failure to provide reports by the due time will result in a warning. After a further 24 hours, a transgression will result in a loss of 2 points from the round of play, at the discretion of Metro. Points will be allocated by officially appointed umpires for sportsmanship, punctuality and dress in the Premier and Senior A grades.

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

- a.) Law 42.15 states that a bowler may attempt to run out the non-striker before entering his delivery stride.
- b.) Canterbury Cricket and Metro Cricket believe the process of the bowler running out the non-striker before delivery (“Mankading”) is not in the Spirit of the Game and should be used only as a last resort.
- c.) The bowler must give a warning to the offending non-striker before carrying out this action.
- d.) Should the umpire determine the batsman is unfairly leaving his crease before the bowler delivers the ball he should call and signal a dead ball.

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	After-noon 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.

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

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.

6. YOUTH CRICKET

CANTERBURY SCHOOLS 1ST XI COMPETITION, 2ND GRADE, YOUTH OPEN, YEAR 10 AND YEAR 9 GRADES

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

LOCAL PLAYING CONDITIONS

It may be a requirement by Metro that coaches/managers of teams in Canterbury Schools 1st XI grade are to brief the combined teams on what constitutes unacceptable behaviour as stated in Section 8, Code of Conduct (Appendix A) in Metro's Handbook. This should take place, when required, before 10.15am and the start of play.

6.1. CANTERBURY SCHOOLS 1ST XI GRADE

1. Powerplays will apply in this grade for the one day competition. For detail see Local Playing Conditions for Premier one day competition 2.16.

2. Player Eligibility

- Inter School Athletics Day
When the Canterbury Secondary Schools Athletic Sports are held, any named 1st XI player who is participating in the Athletic Sports, has full playing rights immediately upon returning from his event(s).

- Examinations

Any 1st XI player who is sitting an academic examination on the day of play has full playing rights immediately upon his arrival.

The opposing captain, coach or officially-appointed umpire should be informed 30 minutes prior to the start of that day's play.

3. Playing Hours for 1st XI Grade

In two-day matches, there is to be 110 overs bowled in a day under the following hours of play:

10.30am – 1.00pm

1.40pm – 3.45pm

4.00pm – 6.00pm

Coaches, captains and umpires are to be vigi-

lant to ensure a day's play finishes at 6.00pm or at 100 overs, whichever is later. An awareness for brief drinks breaks, player movement between overs, and punctuality at the start of sessions of lunch and tea breaks should be strictly adhered to.

4. Last Hour

In two-day matches, the 17 overs start at the completion of 83 overs or 5.00pm; whichever is later.

Where there is a change of innings during the last hour of the match, 3 overs shall be deducted from the minimum overs to be bowled.

5. Playing Numbers

In ALL grades, including 1st XI Grade, a team may play 12 players with no more than 11 on the field at any one time.

The opposing captain and coach should be informed 30 minutes prior to the start of play.

6.2. BONUS POINT FOR 1ST XI GRADES AND YEAR 9A

For one-day format, see Playing Condition 4.11.4

i) to gain a bonus point a team must pass the opposition's total in four-fifths (80%) of the overs available, or dismiss the opposition inside four-fifths of their total Example 1: In a 50 over match, Team A scores 200 runs; Team B scores 201 on 38.4 overs (inside 4/5ths of the overs) and claims a bonus point. Example 2: In a 40 over match, Team A scores 200 runs; it must dismiss Team B for less than 160 runs (4/5ths of 200) to claim the bonus point.

ii) For two-day format, see Playing Condition 6.13.

6.3. ALL 2-DAY MATCHES 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) Canterbury Schools, 2nd Grades and Year 9A will play under the same conditions as

Premier Grade Men. (See Condition 4.7)
ii) Starting times shall be as normal for a 2-day match.

6.4. 2ND GRADE

Compulsory Declaration

- a) In all 2-day matches a 50 over limitation in the first innings shall apply. Both first innings should be completed on the first day unless play is interrupted sometime during the day.
(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.

6.5. BOWLING RESTRICTIONS FOR PLAYERS UNDER 19 AND UNDER 17

- a) In Canterbury Schools 1st XI Competition 2-day games any pace bowler (non spinner) has a maximum of 6 overs per spell and 16 overs maximum in any one day. At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs have been bowled from the same end, eg a player bowling a six over spell cannot bowl again until six overs have been completed from the same end. (This includes the immediate change of bowling ends.)
b) In Canterbury Schools 1st XI Competition and 2nd Grade one day matches, all bowlers can bowl a maximum of ten overs. If desired, all ten overs can be completed in one spell.

6.6. LAWS

The laws of cricket (2010 code) published by the MCC shall apply to all competitions under the jurisdiction of Metro, subject to the following modifications for Youth Cricket. Where there is no local rule or stated modification governing Youth Cricket, the local rules and playing conditions of Metro Club Cricket (outlined earlier in this handbook) shall apply.

6.7. AGE RESTRICTIONS

Cricketers playing in the Youth grades must

be under that particular age as at September 1 each year. For example, to play Under 16 grades during the 2008/2009 season the player must be born on or after 1st September 1992. Special situations may be considered on application to the Metro.

6.8. YEAR 9A GRADE

- a) 10.30am– 5.00pm
b) In a two-day match, a limit of 45 overs on the first innings. Each team MUST complete their first 45 overs on the first day of their match (i.e.90 overs), unless play is lost due to unfavourable playing conditions, whereupon the second innings may continue to the second day. There will be a 30 minute interval between the first innings. Should a change of innings take place outside the “official” 30 minute interval, 3 overs will be deducted from the total of 90 overs. For example, Team A is dismissed in 30 overs; Team B completes its 45 overs which leaves 15 overs in Day 1. With the change of innings of 10 minutes (and 3 overs deducted) there will be 12 overs to be bowled. A minimum of 17 overs must be bowled in the last hour of the match on Day 2 starting at 4.00pm.
In the situation where a team has completed its 45 overs in the first innings and is still behind the follow-on total (this is 100 runs in a two-day match), then that team can be asked to follow-on by the opposition. Pace bowling limits: 6 overs per spell and 14 overs in a day.
c) In a one-day match, the duration of 1st innings: 10.30am-1.15pm; the duration of 2nd innings: 1.45pm-4.30pm
Bowling Limits: 9 overs per bowler; 6 overs maximum in a spell for pace bowlers.
d) Balls: Two piece ball from Metro list of approved balls. Weight: 156 gms (Term 1); 156gms (Term 4)
e) Limitation of overs for pace bowlers (see Playing Condition 6.17)
f) Bonus points see Condition 6.2

6.9. YEAR 9B GRADE

Hours of Play: 1.00-6.00pm

Each innings will be 35 overs with a maximum of 5 overs per bowler. Each innings should be completed in 2 hours 15 minutes with 10 minutes for the change of innings. The duration of 1st innings: 1.00pm-3.15pm; the duration of 2nd innings: 3.25pm-5.40pm. In order to speed up play, 5 overs should be bowled consecutively from each end.

Balls: Two piece balls as determined in 6.17). Wides: Wides are subject to the judgment of the umpire. In 1 day cricket if the ball passes sufficiently wide of the off stump to make it impossible for the striker to play a normal cricket shot from his normal guard, a wide shall be called. If the ball pitches outside leg stump and moves further away on the leg side a wide shall be called. The maximum number of balls in an over in this grade is 8.

No balls: A free hit follows a foot fault no ball. Batting:

1. A team will be divided into 3 batting pods.
Pod A: 1-4, Pod B: 5-8, Pod C: 9-11/12
2. Each game the pods rotate
Eg Game 1 the order will be A, B, C
Game 2 the order will be B, C, A
Game 3 the order will be C, A, B
3. Flexibility of the batting order within the pod is permitted.
An example of a boy's batting number in the order could be 3, 11 and 6. (A pod)
Another example could be 7, 1 and 10 (B pod)
4. Replacements will bat in the pod of the person they are replacing.
Eg If a boy is in Pod B in week 1 and does not play in week 2 then the replacement player will bat in Pod B for week 2
5. Teams are advised to distribute their 'stronger' batsmen evenly throughout the pods. Eg the top 3

batsmen to bat in each of the 3 pods and not in the same pod.

6.10. YEAR 9C GRADE

Hours of Play: 9.00am-12.00pm

Team numbers: 8 aside

Over Limits: 20 overs per side

4 overs per bowler

6 ball over maximum

No balls and wides are rewarded with 2 runs. No extra balls are bowled, unless it is in the 20th over of the innings. In the 20th over, all no balls and wides are bowled until the over is completed. A free hit follows a foot fault no ball.

6.11. AFTERNOON GRADES-ONE-DAY MATCHES

- The Youth Open and Year 10 grades start at 1.00pm and should be completed by 6.00pm.
- Coaches, managers and/or team captains are responsible for ensuring the match progresses at a reasonable pace with minimal and brief drinks breaks.
- A 40-over innings should take no longer than two hours and 30 minutes.
- The same rules as Metro afternoon club cricket of 40 overs apply. There is a maximum of 8 overs per bowler and no bowler can bowl more than 6 overs in one spell.

6.12. UMPIRES

All umpiring in all grades must be done by the players who are participating in the match, unless officially appointed umpires are provided, or Metro advise differently.

6.13. POINTS

2-day matches -Canterbury Schools 1st XI and Year 9A

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 that innings.
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
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	The maximum points scored in that round
In a match where a team wins a 2-day match by default, the winning team will be awarded a minimum of 12 points, plus the maximum bonus points scored by any other team in the grade. However, the maximum points awarded will be no more than the team scoring the most points in the round.	

1-day Matches - Canterbury Schools 1st XI, 2nd Grade and Year 9A

How Points Are Allocated	Points Awarded
Win	5
Loss	0
Tie or no result	3

Afternoon Section B and C grades Twenty/20

How Points Are Allocated	Points Awarded
Win	5
Loss	0
Tie or no result	3

6.14. FOLLOW-ON

In 2-day matches, a team batting second may be asked to follow on if it is dismissed 100 runs or more behind the opposition's total on the first innings.

6.15. FIELDING RESTRICTIONS

In Canterbury Schools 1st XI Grade there will be Field Restrictions (See Condition 2.16). It is accepted that the circle does not have to be drawn on the field but all attributes of the rule will apply.

6.16. USE OF HELMETS IN THE FIELD

- It is compulsory for wicket-keepers in all Youth Grade cricket to wear a helmet when "standing up" to spin and medium pace bowling.
- Any fielder fielding inside an imaginary ten metre circle of the batsman on strike, other than in the normal slip-gully area, must wear a protective helmet.
- A protective helmet, when not in use by a fielder, shall be placed behind the wicket-keeper and in line with both sets of stumps. If the ball strikes the helmet, it becomes dead and 5 points shall be awarded to the batting side. This is in addition to the penalty for a no ball or a wide or any runs completed by the batsman prior to the ball striking the helmet (Law 41).

6.17. BALLS

- Two-day competitions: a four-piece ball must be used in 1st XI Championship and Cup (Kookaburra Regulation), Bowl (Kookaburra Club Match) and a two-piece ball in the Year 9A Grade (Kookaburra Red King, Practice).
- One-day competitions: in 1st XI Grade, a four-piece, white Kookaburra Regulation

156gm will be used. In 1st XI Reserve and 2nd Grades, a red Kookaburra Club Match 156gm will be used. In all other Youth Grades, a two-piece red Kookaburra ball shall be used from the approved list (see Condition 2.12).

c) All Youth Grades will use 156gm balls.

**6.17.1. LIMITATION OF OVERS FOR PACE BOWLERS
(DOES NOT APPLY TO SPIN BOWLERS)**

a) All pace bowlers (defined as bowlers where the wicket keeper would normally stand back) are subject to a limitation of overs allowed to be bowled per day. This rule is made in the interests of player safety and follows extensive research findings in both New Zealand and Australia. Coaches are asked to apply the rule strictly and not try to avoid it by bringing up the wicket keeper artificially. Player safety must be placed as the highest priority.

b) In Year 9A 2-day games, there will be a maximum of 6 overs per spell and 14 overs in any one day. At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs as the length of that spell are bowled from the same end.

c) Following the completion of the spell, the normal break will apply-the break in the spell is disregarded. A bowler's spell will be deemed to have been completed at the end of day one and a new spell may be commenced from the start of play on day two. In the instance where a bowler's spell is interrupted by lunch, tea, drinks or a break between innings where the follow on is to be enforced, the spell will be deemed to be continued and the normal break between spells will apply. The above applies to 2-day cricket only; there are no restrictions in 1-day cricket.

6.18. TWENTY20

a) Over Limit: 20 overs per team and a maximum of four overs per bowler

b) Wides and No Balls: Foot-fault no balls and wides are rewarded with two runs. No extra balls are required to be bowled, unless it is the twentieth over of the innings. In the twentieth over, all no balls and wides must be re-bowled until the over is completed.

7. WOMEN'S CRICKET

LOCAL PLAYING CONDITIONS

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

7.1. UMPIRING

7.1.1 Premier grades. Unless there are officially-appointed umpires, all umpiring is to be carried out by players. Younger players are encouraged to umpire as their experience dictates. Prior to the start of the season Metro will hold a basic umpiring course. All players are encouraged to attend.

7.1.2 In Division 1, umpires will be player-umpires unless by mutual agreement of captains or team coaches prior to the match. While the player-umpire may be given guidance about the decision, the player-umpire is to make the final decision and indicate the decision to the scorer by the appropriate gesture for a bye, leg bye and so on.

7.1.3 In Division 2, umpires will be the player with the coach/manager aiding her. While the player-umpire may be given guidance about the decision, the player-umpire is to make the final decision and indicate the decision to the scorer by the appropriate gesture for a bye, leg bye and so on.

7.2. WIDE BOWLING

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket or over the batsman's head. The following criteria should be adopted as a guide for Umpires:
If the ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play a 'normal cricket stroke' from her normal guard position the umpire shall call and signal 'wide'.

7.3. FAST SHORT PITCH BOWLING

Local playing condition 2.17 ii) shall only apply to Premier Grade Women's games and not to any other women's grades. In all Women's grades except Premier Women if a short

pitched ball passes over shoulder height of the striker standing upright at the crease, the umpire shall call and signal no-ball.

7.4. BONUS POINTS

These are available in Women's Premier, Division 1 and Division 2.

7.4.1 A team may gain a bonus point by passing the opposition's total in 4/5ths (80%) of the overs available, or by dismissing the opposition under 4/5ths of the total of your team.

Example 1: In a 50-over match, Team A scores 200 runs. Team B scores 201 in 38.4 overs and gains a bonus point.

Example 2: In a 30-over match, Team A scores 110 runs; to gain a bonus point it must dismiss/restrict Team B to a score under 88 runs (less than 4/5ths of the total).

Note:

7.4.2 There are no losing bonus points.

7.4.3 There are no bonus points available in Twenty20 matches.

7.5. SCOREBOOKS

Players' surnames MUST be used in the scorebook. It is unacceptable to use solely the Christian name. A combination of both is permitted e.g. Z Smith or Zoe Smith but not Zoe.

7.6. PREMIER WOMEN'S GRADE SPECIAL CONDITIONS

7.6.1. NAMING OF TEAMS, THE TOSS, LATE STARTING AND PLAYER ELIGIBILITY

- a) Prior to the toss being made the Captains shall present to each other and to the official umpires a written list of their teams for the match.
- b) The playing eleven cannot be changed except when section (d) of this rule or Condition 3.8 (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 any interval, the non-offending captain may give notice to the opposing captain and umpires that she claims the option of playing extra time up to a maximum of 15 minutes to be taken that day. The captain shall give notice prior to the commencement or resumption of play but shall not be compelled to take the extra time if she does not wish to do so.

e) Each women's Premier grade team may not play more than three players in any match, if such players have played for another province in the previous season. No Action Cricket League representative from any Association may play in grades below Premier grade without the prior approval of Metro.

7.6.2. LIGHT

Play will continue until such time as the umpires deem players are in danger due to poor light.

7.6.3. COVERS

The use of covers will apply (see Condition 2.4).

7.6.4. 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, subject to the umpire's/captain's approval, bowl immediately after her return, irrespective of the length of time for which she was absent.

7.6.5. HOURS OF PLAY

Refer to the hours of play in the table at 2.7 1-Day Matches

How Points Are Allocated	Points Awarded
Win	5
Loss	0
Tie or abandoned	3

Where a team has a bye, maximum playing

points shall be awarded to the team for that round of play. This will not include bonus points.

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.

7.6.6. TWENTY20 CRICKET

MCC Laws of Cricket shall apply except as follows:

- a) Matches will start at time as indicated in the weekly draw with a 20 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.
- 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 time 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) No fielder may be closer than 10 metres from the batsman.

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

f) In the event of playing time lost, 5 overs will constitute a match. The latest start time will be 5.00pm

g) **ALL** no-balls are rewarded with a free hit on the next ball bowled.

h) 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 25-yard fielding circle.

After the first six overs, a maximum of five fielders can be outside the fielding circle.

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

j) 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, refer to Playing Condition 4.11.3

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 (having officially-appointed umpires). If there are no officially-appointed umpires, the score will be calculated using the formula in Appendix B.

iii) 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.

iii) In the Premier Twenty20 Tournament, placings at the end of pool play will be decided by net run rate if two or more teams are on equal points.

7.7. PREMIER WOMEN'S GRADE - 1-DAY COMPETITION

7.7.1. FINALS

a) At the end of the round-robin competition the top two placed teams will advance to the final. No points are to be carried forward to this match.

b) The team which wins the final shall be the winner of the Premier Grade Cup. In the event of a No Result match being achieved in the final, the Cup will be awarded to the team finishing with the highest number of points from the round robin competition.

c) The final will be played at Hagley Oval (or a venue designated by Metro).

7.7.2. LENGTH OF INNINGS

a) 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 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.

7.7.3. TIME WASTING

Umpires should fully take into account in limited over matches any deliberate slowing down in 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.

7.7.4. 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) When play has been delayed or sus-

pending, the overs to be bowled will be calculated by establishing a revised start time, and working back from 6.00pm on the basis of an average rate of 17 overs per hour. For example, play is to start at 2.00pm; working back from 6.00pm leaves 4 hours minus 10 minutes for change of innings. 3 hours 50 minutes equates to 65 overs; the revised duration is a 33 over match. 3 bowlers will bowl 7 overs and 2 bowlers will bowl 6 overs.

- c) 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 6pm, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.
- d) 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 as in Condition 4.11.6.
- e) 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.

7.7.5. THE RESULT

- 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. All other matches in which one or both teams have not had the opportunity for batting a minimum of 20 overs, shall be declared drawn matches.
- b) 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 officially appointed umpires) using the app approved by Metro Cricket.
- c) In the event of a match in progress being interrupted and Duckworth Lewis is not

available, the result shall be decided using the formula in Appendix B.

d) In the event of a tie, in the round robin, each team is awarded 3 points. In the final, a tied match will be decided by a super over. See Appendix C - Super Over.

7.7.6. NUMBER OF OVERS PER BOWLER

No bowler shall bowl more than ten 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 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:

- a) 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.
- b) 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.

7.8. KIRSTY BOND SERIES SPECIAL CONDITIONS

This competition will comprise those Premier players who are not participating in the first class programme with the Magicians.

Each team will have six players chosen from each club. A club may have more than one team in this competition.

Duration – Each innings will be 15 overs and will be one hour in duration. There will be 10 minute break between innings.

Bowlers – No bowler can bowl more than 4 overs.

Draw – Each team will play two matches per day at the one venue.

Teams will compete for a trophy and Petersen Shield points.

7.9. CODE OF BEHAVIOUR

7.9.1 The basis of this Code lies in The Preamble to the Laws of Cricket which deals with The Spirit of the Game.

7.9.2 Both Division 1 and Division 2 grades are to be regarded as development grades and, as such, there is a strong expectation that the older players involved will provide encouragement and guidance during the match.

7.9.3 Metro expects teams to play with energy and enthusiasm in a competitive manner but not at the expense and detriment to the development of the younger players.

7.9.4 Metro expects players, coaches and managers to show sensible leadership and judgment when young players of lesser ability are pitted against stronger, more able players during the course of a match.

7.10. DIVISION 1 SPECIAL CONDITIONS

7.10.1 COMPETITION WINNER

a) The winner of the Division 1 competition may be promoted to Premier Grade subject to the following criteria being met:

- 1) The club must win 1st Grade in the season preceding an application for Premier Grade status.
- 2) The club must have a covered pitch of Premier Grade standard
- 3) The club must have a minimum total of 3 women's teams, 2 of which must be entered in either Premier Grade, Division 1, Division 2 or social Twenty20 grades. Plus one other team (e.g. CJCA girls' team).
- 4) The club doesn't already have a team competing in Premier Grade. Proviso: If the winner of Division 1 is not eligible to be promoted under the above criteria, then the club who finishes second has the option of moving into Premier Grade provided they meet the criteria. Once there are six teams in Premier Grade the Metro will undertake a full review at the end of the first full season and reserves the right to place teams accordingly.

7.10.2. NAMING OF TEAM

Each team will comprise 9 players
 Umpiring: player umpires

7.10.3. SIMULTANEOUS MATCHES

Where two or more games are progressing at the same time, a player may not play in more than one match or for more than one team. They can however be a substitute fielder.

7.10.4. FIELDING RESTRICTIONS

At the instant of delivery,

- a) There may not be more than 5 fieldsmen on the leg side.
- b) No more than two players behind square on the leg side.
- c) During the first ten overs a maximum of two fielders can be outside the 23 metre fielding circle.
- d) During the rest of the innings a maximum of 4 fielders can be outside the 23 metre fielding circle.

7.10.5. OVERS

30 overs per innings (35 overs after Christmas) with a maximum of 6 overs per bowler. In order to speed up play, 5 consecutive overs must be bowled from one end. There are 6 balls in an over (normal law) with a maximum of 8 balls in an over with 1 run being allocated for a wide or no ball. The last over will be as per Law.

7.10.6. HOURS OF PLAY

- a) 1.00pm until the completion of the match with a 20 minute break between innings.
- b) One three minute drinks break may be taken at the 20 over stage in each innings.

7.10.7. SUSPENSION OR ABANDONMENT OF PLAY

- a) The decision regarding the fitness of conditions is to be made by both captains.
- b) If a game cannot be commenced by 3.20pm due to inclement weather or unplayable pitches (as agreed by both captains), the game

shall be deemed abandoned (2 points each).
 c) If play starts at 3.20pm the game shall be a 20 over game (4 overs per bowler maximum).

7.10.8. BALLS

New or good quality 2 piece 142gm Metro approved balls may only be used (i.e. Kookaburra). No 4-piece balls are permitted.

7.10.9. POINTS

How Points Are Allocated	Points Awarded
Win	5
Loss	0
Tie or abandoned	3

Bye equivalent of maximum earned in the round.

Win by default equivalent of maximum earned in the round.

There will be a Twenty20 competition in this grade. The rules will be as for Premier Women (see Condition 7.6.6). except teams shall comprise 9 players.

7.11. SOCIAL T20 COMPETITION SPECIAL CONDITIONS

7.11.1. NUMBERS

Each team will comprise of 8 players

7.11.2. OVERS

20 Overs, Maximum of 5 overs per bowler.

7.11.3. HOURS OF PLAY

- a) 2.00pm until the completion of the match (ie 20 overs per team) with a 20-minute break at the end of the first innings.

7.11.4. TIME RESTRICTION

A team shall be allowed a maximum of 1 hours 15 minutes to bowl its overs. If the overs are not completed in this time, the team batting second will only receive the equivalent number of overs that the team batting

first had bowled at them.

Captains are responsible for ensuring that time restrictions are adhered to.

- 1) Suspension or abandonment of play (Refer Condition 4.11.7)
- 2) Balls
New or good quality 2 piece 142gm Metro approved balls may only be used (i.e. Kookaburra or platypus).

7.11.5. POINTS

How Points Are Allocated	Points Awarded
Win	5
Loss	0
Tie or abandoned	3

Bye equivalent of maximum earned in the round.

Win by default equivalent of maximum earned in the round.

7.12. DIVISION 2 COMPETITIONS SPECIAL CONDITIONS

7.12.1. AGE RESTRICTION

- a) Girls' Youth grade is restricted to players under the age of 17 years as at 1 September of the year prior to the commencement of the current season, or to players who attend Secondary School in the October-December period of the season.
- b) Approval from Metro must be sought from Club/ schools to have exemptions to this rule considered.
- c) Metro reserves the right to change the age restrictions of this grade or to make it an open grade dependent on team nominations at the start of the season.

7.12.2. FORMATS

There will be two competitions which will run concurrently.

28-overs Competition:

- a) There will be a minimum of 4 bowlers each

of whom may bowl a maximum of 7 overs.

The nominated wicket keeper can bowl.

- b) There will be a 20 minute break at the change of innings.

Start time: 2.00pm for both competitions.

Team numbers: Each team will comprise of 9 players.

Venue: Where possible, the competitions will be played on adjacent grounds.

Balls: A new or good quality 2 piece 142gm

Metro approved ball must be used. (i.e.

Kookaburra).

Batsmen: Retire at reaching 50 runs but may return at the fall of the last wicket.

Umpiring: players with a parent.

- c) Team numbers: Each team will comprise of 8 players; any extra players may be shared but no team can field more than 8 players at one time.

- d) There are 6 balls in an over (normal law) with a maximum of 8 balls in an over with 1 run being allocated for a wide or no ball. The last over will be as per Law.

- e) Batsman: Any batsman who scores 50 must retire immediately but may return at the fall of the last wicket. Once the last partnership is over, that team's innings will cease.

Twenty20 competition

- a) The normal playing conditions apply; see Condition 7.6.6
- b) Start time: 2.00pm
- c) Team numbers: 8 players per team. Any extra players may be shared with no more than 8 players fielding at any one time.

7.12.3. POINTS

How Points Are Allocated	Points Awarded
Win	5
Loss	0
Tie or abandoned	3

Bye equivalent of maximum earned in the round. Win by default equivalent of maximum earned in the round.

Bye equivalent of maximum earned in the round.

8. CODE OF CONDUCT

1. INTRODUCTION

This Code of Conduct shall apply to all competitions subject to both Canterbury Cricket Association (“CCA”) and Christchurch Metropolitan Cricket Association (“Metro”) playing conditions.

The New Zealand Cricket (“NZC”) Code of Conduct shall apply to all District representative matches.

2. COMMISSIONERS

2.1 Prior to 1 September each year, both CCA and Metro will nominate and have approved by their respective Boards sufficient Club Commissioners to hear and decide on any reports of alleged breaches of Rules 3.1, 3.2 or 3.3 below.

2.2 For the purposes of nominating, approving and appointing Commissioners, the Board will have regard to the need for such Commissioners to conduct enquiries into alleged breaches of the Code of Conduct in a quasi-judicial manner in accordance with the rules of natural justice, and for the Commissioners to have an adequate understanding of the Laws of Cricket, and that it is in the best interests of the game to dispose of any alleged breaches of the Code in a fair and timely fashion.

2.3 Two Commissioners shall be appointed on each occasion to conduct enquiries into any alleged breach of the Code of Conduct. If two Commissioners cannot be contacted within any of the time limits herein stated then contact may be made with the General Manager of CCA or Metro (as the case may require), his/her nominee or the Chairman of the CCA Board.

2.4 The Commissioners shall have a discretionary power to extend all time limits under this Code, whether or not the time limit has passed.

2.5 CCA and Metro shall be responsible for maintaining a register of all reports, appeals

and decisions taken, and circulating these decisions to all Commissioners from time to time.

3. RULES OF THE CODE

3.1 Players and team officials must not indulge in unacceptable behavior on any part of a cricket ground including the field of play. Appendix A sets out a non-exhaustive list of examples of unacceptable behaviour, and how they should be addressed.

3.2 Players must not infringe the rules relating to advertising on cricket clothing and equipment (refer to Section 3 Rules 12 & 13).

3.3 Players and team officials (including any person holding any official position within cricket) must not make any public announcement or media comment or engage in any act, omission or conduct prejudicial to the interests of cricket or which may bring the game of cricket or any cricketer or group of cricketers into disrepute.

4. ELIGIBILITY TO LODGE A REPORT

4.1 An alleged breach of Rules 3.1, 3.2 or 3.3 may be reported by:

- (a) either, all or both Umpires; or
- (b) the General Manager of CCA or Metro (as the case may require); or
- (c) a CCA or Metro staff member; or
- (d) any team official.

4.2 No alleged breach of Rules 3.1 or 3.2 shall be reported by any of the persons referred to in 4.1(b), (c), or (d) above unless they have first consulted with the Umpire or Umpires in respect of any onfield conduct or behavior that is alleged to have breached this Code. For the avoidance of doubt, notwithstanding the requirement to consult with the Umpire or Umpires before making a report, the decision as to whether a report shall be made shall remain that of the person named in Clause 4.1 above.

4.3 All reports of an alleged breach or breaches of the code must be in writing in the form set out in Appendix B, or substantially

in compliance with such form, stating the level of offending alleged.

5. REPORTS - PROCEDURE

5.1 Where any person entitled to do so wishes to report an alleged breach of the code, he/she shall complete and submit a written report no later than 4:00pm on the first working day after the end of the days' play during which the alleged breach or breaches occurred.

5.2 The report shall describe the alleged conduct in terms of Appendix A where applicable. Such description shall not bind the Commissioners.

5.3 The General Manager of CCA or Metro (as the case may be) or his/her nominee will at the earliest opportunity advise that a report has been lodged and forward the report to the player and/or the team official reported, his team manager and appoint two Commissioners to conduct a hearing into the alleged breach or breaches.

5.4 Notice of the report shall be deemed to have been duly given or made:

- 5.4.1 If given by hand, on personal delivery to the player or team official reported; and
- 5.4.2 In the case of communication by letter, on the second day after being posted by mail, correctly addressed and stamped; and
- 5.4.3 In the case of communication by facsimile, when transmitted with indication of complete transmission to the last known fax number of the player or team official reported or alternatively, to the fax number of the Club with which the player or team official is associated and which is recorded in Section 11; and

5.4.4. In the case of communication by email when the sender has received electronic confirmation that the message has been sent to the last known email address of the player or Team Official reported or, alternatively to the email address of the Club of which the player or Team Official is associated and which is

recorded in Section 11 of the Handbook.

5.5 Upon receipt of the report, the Commissioners will arrange a hearing as soon as possible. Unless excused by the Commissioners for any reason, the hearing must be attended by:

- (a) the person reported; and
- (b) the Captain and/or team manager (save where the report is against the Captain then the vice-Captain or team manager will attend) and;
- (c) the initiator of the report; and
- (d) any other person subject to the Code who, in the opinion of the Commissioners, might assist in any way

5.5 Where any person required to attend a hearing pursuant to clause 5.3 or 5.4 above (other than the person reported) fails to attend without reasonable justification, this may be treated as a breach of clause 3.3 and any person entitled to do so may make a report as set out above.

5.6 The Commissioners will hear and decide on the report in a manner which accords with the principles of natural justice and which best ensures the fair and prompt determination of the alleged breach or breaches of the Code.

5.7 The Commissioners must communicate their decision orally within 24 hours of the conclusion of the hearing and must deliver a written decision with full reasons for the decision within 72 hours of the decision being orally communicated. The Commissioners will ensure that their written decision is forwarded in the first instance to:

- (a) the player and/or team official concerned;
- (b) the initiator of the report;
- (c) the General Manager of either CCA or Metro (as the case may be) or his/her nominee;

No one shall be entitled to make any comment in relation to any such decision unless and until the person reported has been advised of the Commissioners decision.

6. PENALTIES

6.1 Where a player or team official has been found in breach of the Code a penalty or any combination of penalties may be imposed pursuant to this Rule.

6.2 The penalties that may be imposed are:

- (a) Written censure;
- (b) a fine up to a maximum of \$2,000.00.
- (c) In the case of a player, suspension from playing in fixtures under the control of either CCA or Metro, their affiliated associations or bodies, any other match in which either CCA or Metro is involved including matches under the auspices of NZC or ICC.
- (d) In the case of a Team Official, suspension from any involvement with any team playing in fixtures under the control of either CCA or Metro, their affiliated associations or bodies, or any other match in which either CCA or Metro is involved including matches under the auspices of NZC or ICC.

6.3 Suspensions may be imposed either for a number of matches or for a defined period, shall take effect immediately following the decision to suspend (unless circumstances warrant a deferral in order that the suspension shall have disciplinary effect) and shall apply to any fixtures under the control of CCA and Metro, their affiliated associations or bodies, or any other match in which CCA or Metro is involved including matches under the auspices of NZC or ICC.

6.4 When determining penalty, the Commissioners will bring into account the circumstances in which the breach occurred, and:

6.4.1 any mitigating circumstances including, without limitation, contrition, apology, previous good record, and the circumstances in which a breach occurred.

6.4.2 any aggravating circumstances including, without limitation, ignoring the umpire's warning, the fact that a player is a repeat offender, refusal to acknowledge a breach;

6.4.3 the players forthcoming playing schedule;

6.4.4 any match fees that may be lost as a result of a suspension.

6.5 The Commissioners retain an overall discretion as to any penalty to be imposed and will endeavour to achieve consistency.

Comment: While penalties are for the Commissioners to determine, the Code must respond to the fact that it will apply to both contracted players and amateur players alike. A suspension should therefore be imposed as the primary penalty in the case of a breach by an amateur player, but a financial penalty may, depending upon the circumstances, be considered more appropriate in the case of a breach by a player who is contracted by CCA or NZC.

6.6 Where a player or team official has been found guilty of a breach of the Code, he must personally pay and be liable for payment of any fine imposed.

6.7 Any fine must be paid to the General Manager of CCA or Metro (as the case may be) within 7 days of the decision being orally communicated and any failure to meet this requirement will render the player or the team official ineligible for selection or involvement in any fixture under the control of CCA or Metro, any of their affiliated associations or bodies, or any other match in which CCA or Metro is involved including matches under the auspices of NZC or ICC until such time a fine is paid.

7. MEDIA

7.1 Only the General Manager or Chairman of the Board of CCA or Metro (as the case may be) are authorised to notify the media of a report, or a decision, and any information regarding that process. In the absence of special reasons publicity will be given to the disciplinary process in each case.

8. DEFINITIONS

8.1 For the purposes of this Code of Conduct: "Team Official(s)" shall mean and include any team manager, team cricket manager, or team

coach appointed by CCA or by a Metro club to manage and/or coach a team participating in the match;

“Umpire” shall mean an umpire appointed by the Canterbury Regional Umpires and Scorers Association Incorporated to stand as an umpire in any match. For the avoidance of doubt this does not include players who are participating in a lower grade match and who are from time to time presiding as umpires during that match.

8. APPENDIX A - CODE OF CONDUCT

The conduct described below, if committed by a player or team official, shall amount to an offence by such player or team official under the Code of Conduct. It is not a limiting list of conduct prohibited by the Code.

Comment: Reference should also be made to the NZC Playing Conditions and to the ICC Code of Conduct Standard Playing Conditions and other Regulations at the commencement of each cricket season for further examples of unacceptable behaviour.

1. Breach of any NZC rules relating to advertising on cricket clothing and equipment.
2. Abuse of cricket equipment or clothing, ground equipment or fixtures and fittings during a match.
3. Showing dissent at an Umpire's decision during a match.

Comment: It is no defence to any charge brought under this Rule to show that the Umpire might have, or in fact did, get any decision wrong.

4. Using language or a gesture that is obscene, offensive or insulting during a match.

Comment: This includes:

- (a) Loud or repetitious swearing; and
- (b) Obscene gestures or conduct which is/are not directed at another person, such as swearing at one's own poor play or fortune.

This offence is not intended to penalise behaviour which may be regarded as trivial.

When assessing the seriousness of the breach, umpires shall be required to take into account the context of the

particular situation and whether the words or gesture are likely to:

- (a) be regarded by others on the field of play or outside the playing area as obscene;
- (b) give offence to others in the field of play or outside the playing area; or
- (c) insult another person.

5. Using any language or gesture that offends, insults, disparages or vilifies another person on the basis of that person's race, religion, gender, colour, descent, national or ethnic origin.

6. Excessive appealing or celebrating a dismissal before the umpire has made a decision.

Comment: It is not intended this rule should prevent loud or enthusiastic appealing of itself.

7. Charging or advancing towards, or challenging, the umpire in an aggressive, threatening, or intimidating manner when appealing during a match.

8. Pointing or gesturing towards the pavilion by a bowler or other member of the fielding side upon the dismissal of a batsman.

9. Inappropriate physical contact between players in the course of play during a match (eg: deliberately walking or running into or shouldering another player).

10. Assaulting or threatening to assault, an umpire, another player, team official, or any other person (including a spectator) during a match.

11. Any act of violence on the field of play during a match.

12. Public criticism of, or inappropriate comment, in relation to an incident occurring in a match, or in relation to any player, team official, match official or team participating in any match, irrespective of when or how or by what method such criticism or inappropriate comment is made.

13. Conduct intended to wrongly influence any element of the game, including deliberate attempts to mislead the Umpire;

14. Any action(s) likely to alter the condition of the ball which are not specifically permit-

ted under Law 42.3 of the Laws of Cricket and which may be regarded as 'unfair'.

15. Any attempt to manipulate a match for inappropriate strategic, tactical or other reasons, including, but not limited to, any conduct which is considered 'unfair play' under Law 42 of the Laws of Cricket.

The team Captain of any team guilty of such conduct shall be held responsible (and subject to sanction) for any offence found to have been committed under this Rule.

16. Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct that either:

- 15.1 is contrary to the spirit of the game; or
- 15.2 brings the game into disrepute; or
- 15.3 is considered 'unfair play' under law 42 of the Laws of Cricket.

Note: This is intended to be a "catch-all" provision to cover all types of conduct not covered by the specific offences set out elsewhere in this Code of Conduct.

8. APPENDIX B CODE OF CONDUCT REPORT CLUB CRICKET WRITTEN REPORT FORM

Dear Sir,

In accordance with Section 8 of the Club and Youth Cricket Handbook I make the following report:

Match:

Venue:

Dates:

Umpires:

I wish to bring to your attention my belief that during the match conduct amounting to "unacceptable behaviour" occurred. Those involved were:

Player(s)/Team Officials(s): Team:
.....

I believe that the conduct breached Rule

(Appendix A Number) of the Code.

The circumstances were:

.....

.....

.....

.....

This report was completed by: (the umpires jointly or by eligible persons, as outlined in section 4.1 of the Code of Conduct)

The day's play concluded at

am/pm on 20

And Metro was notified at

am/pm on 20

Signed	Signed
Name	Name
Contact Number	Contact Number

Where any person wishes to make a report of an alleged breach under 4.1, 4.2 or 4.3 of Metro Code Of Conduct they shall contact Metro at the earliest opportunity and complete a written report no later than 4pm on the first working day following the conclusion of the match.

9. FORMS & REPORTS

1.0 TEAM LISTS FORM

Captain
 Team
 Opponent
 Date Venue

Please complete this team list at the time of the toss.

A copy must be supplied to the Umpires who are adjudicating the match.

TEAM LIST 1-DAY MATCH (1ST DAY OF 2-DAY MATCH)

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.

TEAM LIST (2ND DAY OF TWO-DAY MATCH)

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.

Replacement Players. The Captain of any team playing a replacement player(s) must inform the opposing Captain and Official Umpires of the name (s) of the player(s) and the replacement player(s) who will substitute for him/them prior to tossing on the first day of the match.

2.0 REGISTRATION OF CLUB TRANSFER FORM

1. Player details:

Name
 (surname)
 (first names)
 Signed
 Contact number

2. Club player is transferring to:

.....
 Signature of authorised officer at that Club
 Name
 Position
 Date

3. Club player is leaving:

.....
 Signature of authorised officer at that Club
 Name
 Position
 Date

4. Registered with Metro

Date received Signed
 Name
 Position

10. APPENDIX C - DETERMINING A RESULT IN REDUCED OVER MATCHES

10.1. USING DUCKWORTH LEWIS

Metro has approved the use the following method to calculate Duckworth Lewis scores for reduced over matches:

1) The Tarams Inc Duckworth Lewis App which is available for iOS, Android and Windows

10.2. WHEN DUCKWORTH LEWIS IS UNAVAILABLE

In the event that Duckworth Lewis is not available and the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor passed the opponents score the result shall be decided as follows:

1) The runs scored by the team batting second shall be compared with the runs of the team batting first in the same number of completed overs as are bowled to the side batting second, counted back from the end of the innings of the side batting first, or the total of the number of overs bowled to the team batting second multiplied by the average runs per over by the team batting first, whichever is the higher.

2) If, due to suspension of play, the number of overs in the innings of the team batting second has to be revised, its target score shall be one more run than the runs scored by the team batting first in the same number of overs as are available to the side batting second, counted back from the end of the innings of the side batting first, or more than the total of the number of overs available to the team batting second multiplied by the average runs per over scored by the team batting first, whichever is the higher.

3) 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.

Premier/2A Example

a) Side batting first scores 216 in 50 overs, 50 in the first 20 overs and 165 in the remaining 30 overs. Average run rate for the whole innings = 4.3 per over. Side batting second has bowled, or available to it 30 overs. Target is 166 being one more run than the side batting first (at an average of 5.5 runs per over) over its last 30 overs.

1) In the event of the team batting first being all out in less than its full quota of overs, the calculation of its average run rate shall be based on the full quota of overs to which it would have been entitled and not the number of overs in which it was dismissed.

2) If the target score involves a fraction of a run, the final scores cannot be equal and the result cannot be a tie.

b) In a rain interrupted match or a match interrupted through any other cause, it should be noted that the important score is the target score, which is set by the umpires when they decide on the number of overs able to be bowled at the side batting second. The side batting second then has available to it the number of overs nominated by the Umpires, in which to achieve that target. The game concludes when the target is reached, or when the side batting second is bowled out within the nominated number of overs, or when the nominated number of overs is completed.

Senior A Example

a) Side batting first scores 189 runs in 45 overs, 39 in the first 15 overs and 150 in the remaining 30 overs. Average run rate for the whole innings = 4.2 per over. Side batting second has bowled to it, or available to it, 30 overs. Target is 151, being one more run than the total 150 runs scored by the side batting first in their last 30 overs which is higher than 30 overs multiplied by the average run rate of 4.2 = 126.

- b) In the event of the team batting first being all out in less than its full quota of overs, the calculation of its average run rate shall be based on its full quota of overs to which it would have been entitled and not the number of overs in which it was dismissed.
- c) If the target score involves a fraction of a run, the final scores cannot be equal and the result cannot be a tie.
- d) In a rain interrupted match or a match interrupted through any other cause, it should be noted that the important figure is the target score, which is set by the umpires when they decide on the number of overs able to be bowled at the side batting second. The side batting second then has available to it the number of overs nominated by the umpires in which to achieve that target. The match concludes when the target is reached or when the side batting second is bowled out within the nominated number of overs, or when the nominated number of overs is completed.
- e) The team batting second in the match will bat first in the Super Over.
- f) The loss of two wickets in the over ends the team's first innings.
- g) In the event of the teams having the same score after the Super Over has been completed, the match shall be decided in the following order:
The team whose batsmen hit the most boundaries combined from its two innings (main match and the one over) shall be the winner.
If the number of boundaries hit by both teams is equal, the team that hit the most boundaries in the main match shall be the winner.
If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. Note: for this purpose, the runs scored from a delivery is defined as the total team runs scored; that is, any runs scored from a wide, no ball, penalty runs.

10. APPENDIX D - SUPER OVER

The following procedure will apply should the provision of a Super Over be required in any match.

- a) It shall commence 10 minutes after the conclusion of the match. Note: If bad light prohibits a Super Over, then a Bowl Out shall take place (see below). Officially-appointed umpires shall determine the state of the light.
- b) In both innings of the Super Over, the fielding side shall choose from which end to bowl,
- c) Only nominated players in the main match may participate in the Super Over.
- d) Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal T20 match.
- Bowl Out**
- a) Five players from each team will bowl, over arm, two consecutive deliveries (Player 1 from Team A then Player 1 from Team B and so on. The team that hits the wicket most will be declared the winner. If the scores are equal, the same five bowlers will be one ball each in sudden death. If circumstances or light make the contest impossible, a toss of the coin shall decide the match.
- b) If a bowler bowls a no ball it will count as one of his two deliveries but will not count towards the score of the team.

SECTION 11

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