CHRISTCHURCH METROPOLITAN CRICKET ASSOCIATION

Canterbury Schools 1st XI Competition ONE DAY Rule Summary
(to be read in conjunction with the CMCA Club & Youth Handbook)

Times: 10.30am start (unless otherwise advised)

Points:

Win	5 Points	**Overs:**	50 overs per side
Loss	0 Points		10 overs per bowler
Tie	3 Points		
No Result	3 Points		

Bonus Point available—See CMCA Handbook Rule 4.12.4 (Page 25)

Balls: Four piece balls from the CMCA list of approved balls to be used. 1st XI Kookaburra White Regulation. 1st XI Reserve Kookaburra Red Club Match

Bowling Restrictions: All bowlers can bowl a maximum of 10 overs. If desired all 10 overs can be bowled in one spell

No Balls:

⇒ Any high full pitched ball, regardless of pace, which passes or would have passed above waist height of the batsman standing upright at the crease shall be called no ball

⇒ All other No balls, including to front foot placement, shall apply

⇒ A free hit shall apply to ALL No Balls

⇒ In the event of a No ball being called, one extra will be added to the batting teams total, in addition to any runs scored from the bat, byes or leg byes

Helmets: It is compulsory for wicket keepers in all Youth Grades to wear a helmet when standing up to the stumps. Any fielder within 10 meters of the batsman, other than slip/gully positions, must also wear a helmet

Fast Short Pitched Bowling:

⇒ A bowler shall be limited to two fast short pitched deliveries per over. Any additional fast short pitched deliveries should be called and signaled wide

⇒ This is defined as a ball that would have passed over the shoulder height of the striker standing upright at the crease but not clearly above the batsman's head. A ball that passes over the head and prevents him from being unable to play a normal cricket shot shall be called a wide

Wides:

⇒ Wide calls are subject to the judgment of the umpires. In one day cricket, if a ball passes on the off side sufficiently wide to make it virtually impossible for the striker to play a normal cricket stroke from his normal guard position the umpire shall call and signal wide. If the ball pitches outside leg stump and moves further away to leg the umpire shall call and signal wide. The aim should be that consistency is maintained during the match

⇒ If a wide is scored, one run shall be scored. Any further extra runs shall also be added to the score

Results: All match results must be submitted via the CMCA Website by 12 noon on the Sunday following the match. See CMCA Handbook rule 3.14 on page 20

Draws: The season draw is available on the CMCA website www.chistchurchmetrocricket.com

CMCA Contact: Mike Fisher (03) 281 8948 or 027 286 0419
CMCA website: www.christchurchmetrocricket.com
Defaults: All defaults to be advised to the CMCA by 12pm on the Thursday preceding the game