

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

**Playing Times:** First Session 10.30am to 1pm  
Second Session 1.40pm to 3.40pm  
Third Session 4pm to 6pm

Points:	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 up to 200 during the complete match
	Bonus Bowling points	0.20 for each wicket taken during the complete match
	Bonus Points for winning outright by an innings or 10 wickets	3
	Bonus Points awarded 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	0
	If a team wins by default they will be awarded a minimum of	12 (plus the maximum bonus points scored by other team in the grade. The maximum points awarded will be the same as what the team scoring the most points in the round is awarded)

**Over Limits:** 17 overs must be bowled after 5pm or 93 overs, whichever is later. 110 over to be bowled in a day

**Balls:** Four piece balls from the CMCA list of approved balls to be used

**Bowling Restrictions:** In Canterbury Schools 1st XI Grade 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 the bowler's spell, the bowler may not bowl again until the equivalent number of overs have been bowled at the same end. eg a player bowling a 4 over spell cannot bowl again until 4 overs have been bowled at the same end. (including immediate change of bowling ends)

**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 front foot placement, shall apply
- ⇒ 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

**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. Consistency is to be 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

**No Play on 1st Day:** As per Premier Grade Men (see Playing Time Lost—Rule 4.7 CMCA Handbook (Page 23))

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

**Draws:** The season draw is available on the CMCA website [www.chistchurchmetrocricket.com](http://www.chistchurchmetrocricket.com)

**CMCA Contact:** Mike Fisher (03) 281 8948 or 027 286 0419

**CMCA website:** [www.christchurchmetrocricket.com](http://www.christchurchmetrocricket.com)

**Defaults:** All defaults to be advised to the CMCA by 12pm on the Thursday preceding the game