

Year Ten - 40 Overs Rule Summary

(to be read in conjunction with the CMCA Club & Youth Handbook)

Times: 1pm start (unless otherwise advised), 2hrs 30 mins to complete overs, 10 minute innings change

Points:	Win 5 Points	Overs:	40 overs per side
	Loss 0 Points		8 overs per bowler, 6 overs per spell for seam bowlers
	Tie 3 Points		
	No Result 3 Points		

Balls: Two piece balls from the CMCA list of approved balls to be used. Kookaburra Red King or Crown

Bowling Restrictions: All bowlers can bowl a maximum of 8 overs. A maximum of six overs per spell for seam bowlers (non spinner)

and a bowler can't bowl until the same number of overs have been completed from that end of his 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 is awarded for 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 an 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. Any bouncer over the head of the batsman standing upright is also a wide
 - ⇒ 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 handbook rule 3.14 on page 20

Draws: The 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