

SECTION 4

Morning Grades Men: Premier, 2A, 2B (including CSCA Metropolitan Senior A).

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

Note Section 5 for Senior A details

Local Playing Conditions

22. Commencement of Play: Naming of Teams, the Toss and Late Starting

- a) The toss should take place in all games at least 15 minutes prior to the commencement of play. Any team who is not available 15 minutes prior to the commencement of play to toss, then the opposition by default, has the option of batting or fielding.
- b) Prior to the toss being made, team Captains shall present to each other and to the official umpires a written list of their teams for the first day of the match. Replacement players shall be named on this list.
- c) 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.
- d) The playing eleven cannot be changed except when section (e) of this rule or Rule 8 (Section 2) (Replacements) applies, or when special circumstances arise at the discretion of the CCA/CSCA.
- e) 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.
- f) 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 the CCA/CSCA.

23. 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.

24. Light

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

25. 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.

26. Hours of Play (as per Rule 6)

Grade	Session One	Session Two	Session Three
2 day Premier, 2A, Grades	10.30-1.00pm	1.40-3.40pm	4.00-6.00pm
2B Grade	11.00-1.00pm	1.30-3.50pm	4.00-6.00pm
2 day Canterbury Schools, 3rd Grade Black	10.30-1.00pm 1.40-2.00pm 3.40-4.00pm 4.00-6.00pm	1.40-3.40pm	4.00-6.00pm
1-day Premier, 2A, Grades	10.30-1.45pm***	2.25-5.40pm	
2B Grade	11.00-2.15pm	2.45-6.00pm	
2C Grade	12.30-3.05pm	3.25-6.00pm	
1-day Canterbury Schools, 3rd Grade Black	10.30-1.45pm***	2.15-6.00pm	

*** Sessions completed at end of 50 overs

27. 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.
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

How Points Are Allocated	Points Awarded
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	0

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	5

28. Dangerous and unfair bowling

The bowling of fast short-pitched balls

- A bowler shall be limited to *two fast, short-pitched deliveries per over in two-day matches*. A bowler shall be limited to one fast, short-pitched delivery per over in one-day matches.
- 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.
- 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.
- In the event of a bowler bowling more *than two fast short-pitched deliveries in an over in 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 one-day match, either umpire shall call and signal no ball.

- e) *If a bowler delivers a third fast short pitched ball in an over, 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 the CCA or CSCA/CCA sub-committee no later than 72 hours following the conclusion of the match.*
- h) *Any fast, short-pitched delivery over the head (which is called a wide) shall count as one of the two allowable short-pitched deliveries in that over in two-day matches and as one of the one allowable short-pitched deliveries in that over in one-day matches.*
- 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. In the event of unfair bowling, the umpire shall: in the first instance call no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the striker. If this caution is ineffective he shall repeat the above procedure and indicate to the bowler that this is a final warning. Both the above caution and final warning shall continue to apply through the innings. If it occurs again, the umpire shall call no ball and,*

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.

- j) The bowling of high, full-pitched balls: 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.
- k) 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.

29. Intervals (in accordance with Law 15)

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.

30. 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 time 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 days 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 5.00pm. 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.

31. 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 34 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 34 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.

32. 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, it will be the responsibility of the umpires to meet with the captains at the end of the day's play to confirm the day's over-rate. **The umpires will also be responsible for communicating the day's over rate to the Disputes/Complaints Officer.**
- d) These penalties shall occur only in grades where there are officially-appointed umpires.
- e) Where there are no officially-appointed umpires, both captains have the responsibility 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 CCA/CSCA within 72 hours if over rates are in dispute.

33. 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.

34. 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.

SPECIAL CONDITIONS

1-Day Matches

35. Coloured Clothing

Coloured clothing may be worn. The design must be submitted to the CCA/CSCA for approval. Sponsors logos size and positioning must also be submitted to this group for approval.

36. 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 Canterbury Cricket. 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 will be played at Hagley Oval.

37. Hours of Play (1-day)

- a) The hours of play shall be: 10.30am-5.40pm
- b) The luncheon adjournment of 40 minutes shall be taken at the completion of the innings of the team batting first.
- 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 8pm, or where it is possible for both sides to bat for 50 overs by 8pm by calculation of the time required on the basis of an average of 16 overs per hour, or the expiration of the time so required, whichever is the earlier.

38. Power Plays (Premier and 2A Grades)

- (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. (refer appendix 1). 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.

During the first block of Powerplay Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery. During the second and third Powerplay blocks only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.

- (b) Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centre point of the popping crease at either end of the pitch. The radius at each of the circles shall be 15 yards (13.72 metres). The fielding restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated (refer appendix 1). During the initial block of Powerplay Overs (in an uninterrupted innings, the first 10), there must be a minimum of two stationary fieldsmen within this fielding restriction area at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72 metres) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.

- (c) During the non Powerplay Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause a) above.
- (d) Subject to the provisions of e) below, the Powerplay Overs apply for 20 overs per innings to be taken as follows:
- (i) The first block of Powerplay Overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.
 - (ii) The remaining second and third block of Powerplay Overs (blocks of 5 overs for an uninterrupted match), one block shall be taken at the discretion of the fielding captain and the other at the discretion of the batsmen at the wicket.
 - (iii) A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Powerplay any time prior to the commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side made the first request.
 - (iv) Once a side has nominated a Powerplay, the decision cannot be reversed.
 - (v) Should either team choose not to exercise their discretion, the Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted match, one unclaimed Powerplay will begin at the start of the 46th over).
- (e) In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced 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	First Powerplay	Fielding Powerplay	Batting powerplay	Powerplay Total
20 – 22	4	2	2	8
23 - 24	5	2	2	9
25 - 27	5	3	2	10
28 - 29	6	3	2	11
30 - 32	6	3	3	12
33 – 34	7	3	3	13
35 - 37	7	4	3	14
38 – 39	8	4	3	15
40 – 42	8	4	4	16
43 – 44	9	4	4	17
45 – 47	9	5	4	18
48 – 49	10	5	4	19

- (f) Each block of Powerplay Overs must commence at the start of an over.
- (g) If play is interrupted during the first or second Powerplay and on resumption, the overs required to be bowled in that Powerplay have already been exceeded, then the subsequent Powerplay(s) will assume to have been taken consecutively up to that point.
- (h) If play is interrupted during the first Powerplay and resumes during the second Powerplay, the second Powerplay will be deemed to have been nominated by the fielding captain.
- (i) If play is interrupted during a Powerplay 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.
- (j) If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay Overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over.

Numerical examples of adjustments to Powerplay Overs following an interruption-

A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to (a) 38 overs, (b) 28 overs, (c) 20 overs.

- (i) Powerplay Overs are 8+4+3. 2nd Powerplay is in progress with 1.3 out of fielding team's 4 overs completed. The batting side's 3 over Powerplay can start any time after the 12th over.
- (ii) Powerplay Overs are 6+3+2. 3rd Powerplay is in progress with 0.3 out of 2 overs completed.
- (iii) Powerplay Overs are 4+2+2. All Powerplay Overs have been completed. Non –Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

A 50 over innings in which only the 1st Powerplay has been taken is interrupted after 34.2 overs and reduced to 40 overs. Powerplay overs are 8+4+4. Powerplays automatically resume for the start of the next over (36th) and remain in force for the remainder of the innings.

- (k) At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. If the Batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal.
- (l) The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay
- (m) In the event of any infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

39. Length of Innings

- a) In an uninterrupted match where the start of play is delayed but where it is possible for both sides to bat for 50 overs by 8pm by calculation of the number of overs by 17 per hour.
- b) In the event that the team fielding first fails to bowl 50 overs within the 3hr 15min allotted time period, it shall bowl out the 50 overs but its batting innings shall be limited to the same number of overs it bowled to its opponent in the 3hr 15min from the start of the innings
- c) If either team fails to bowl their 50 overs within the 3hr 15min time period they shall have deducted one competition point. The umpires shall take into consideration any stoppages in play before imposing this penalty.

- d) If the team batting first is all out and the last wicket falls within two minutes of the expiration of the 3hr 15min from the commencement of its innings, the innings of the side batting second shall be limited to the same number of overs as the innings of the team batting first (the over in which the last wicket falls to count as an over).
- e) In the event that the team fielding second fails to bowl their total number of overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved. The team fielding second will also have deducted one competition point, unless the umpires feel that the failure to bowl the allotted overs was due to circumstances beyond the control of the team.
- f) Declarations: The captain of the batting side may not declare his innings closed at any time during the course of the match.

40. 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 8pm, 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 Rule 39.
- 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 Rule 39.

41. 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.
- 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, the result will be decided in the following sequence: in favour of the team who has lost less wickets; if both sides have lost the same number of wickets, the result will be decided on the higher rate of scoring after 15 overs of each innings; in the event of both sides being all out in under 50 overs, the overall scoring rate of both sides will be the deciding factor.
- d) If 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.

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 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 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.

42. Number of overs per bowler

No bowler shall bowl more than 10 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

- 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.

43. Field Restrictions

- a) Two semi-circles each with a radius of 27.43m are drawn on the field of play, being centred on the middle stump at either end of the pitch, and being joined by a parallel line of either side of the pitch.
- b) The fielding circle should be marked by a painted white dot at 4.5m intervals, each dot should be no less than 18cm in diameter. A continuous white line may also be used.
- c) The following diagram depicts the description of the field marking:
- d) At the instant of delivery there may be no more than five fieldsmen on the on-side.
- e) For the first 15 overs only two fieldsmen are permitted to be outside the field restriction marking at the instant of delivery. For the remaining 35 overs, only 5 fieldsmen are permitted to be outside the field restriction at the instant of delivery.
- f) In the first 15 overs there must be two stationary fieldsmen within 15 yards(13.72m) of the striker at the instant of delivery.
- g) Where the total number of overs is reduced from the commencement of play onwards, the team batting second will have applied to it the same number of overs as the team batting first in regard to field restrictions.
- h) In an interrupted match where the overs for the team batting second are reduced, the number of overs that the field restrictions shall apply will reduce proportionately to the number of overs that the field restrictions have applied to the team batting first.
- i) In the event of an infringement in relation to the number of stationary fielders, or fielders in relation to the circle, the Umpire shall call and signal 'No Ball'.

44. Wide Bowling

Any off side or legside delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide on the leg side, a ball landing clearly outside the leg stump going further away shall be called a wide. As a guide on the off-side, a ball passing outside a line drawn between the bowling and popping creases, measured 35 inches/890 mm from the centre of the middle stump shall be called wide. The above provisions do not apply if the striker makes contact with the ball. A penalty of one run shall be scored.

45. No Ball -Short fast-pitched bowling (1-day only)

– Refer to Condition 28

A bowler shall be allowed to bowl one short pitched delivery per over (not being a wide or a no ball). 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.

In the event of the bowler bowling more than one fast short-pitched delivery in an over, the umpire shall call and signal no ball. The penalty shall be one run for the no ball, plus any runs scored from the delivery.

46. Twenty 20 Matches

MCC Laws of Cricket shall apply except as follows:

- a) Each match shall be played between two teams of 11 players.
- b) Matches will start at 1pm with a 15 minute break between innings.
- c) 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.
- d) Each innings shall be completed within 75 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. To constitute a match, a minimum of 5 overs has to be bowled to the side batting second

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 playing 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.

- e) No fielder may be closer than 10 metres from the batsman.
- f) Four piece balls are to be used - as per the list of approved balls provided by the CCA/CSCA.
- g) If the start of play is delayed or suspended, the hours of play shall be extended to 8pm, or where it is possible for both sides to bat for 20 overs.
- h) In the event of playing time lost, a minimum of 5 overs needs to be bowled to the team batting second to constitute a match.
- i) Foot-fault no-balls are rewarded with a two-run penalty plus a free hit on the next ball bowled.

- j) Fielding restrictions are lifted after six overs have been completed (all other one-day rules shall apply).
- k) 5 points allocated for a win, 0 points for a loss, 3 points tie or abandoned
- l) In the last over, all wides are to be rebowled. If there is a no ball on the last ball another ball must be bowled.
- m) 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 result will be decided in the following sequence: in favour of the team who has lost less wickets; if both sides have lost the same number of wickets, the result will be decided on the higher rate of scoring after 5 overs of each innings; in the event of both sides being all out in under 20 overs, the overall scoring rate of both sides will be the deciding factor.
 - 4) If 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:
 - i) 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.
 - ii) 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.

- 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.

47. 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, Canterbury Schools and 3rd Grade Black will play under the same conditions as Premier Grade Men. See Condition 30
 - ii) Starting times shall be as for a normal 2 day match.

48. One-day Final Eligibility

Players selected for the one-day Final must have played in a minimum of **THREE** 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. The CCA reserves the right to grant dispensation in exceptional circumstances, and the CCA 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.

49. 2B Grade

Playing Conditions

- a) In all 2-day matches a 60 over limitation on the first innings shall apply.
- b) In the situation where a team has completed 60 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:

11.00am-1.00pm	
1.00-1.30pm	Lunch
1.30-3.50pm	
3.50-4.00pm	Afternoon Tea
4.00-6.00pm	
- d) If the change of innings occurs within 30 minutes of a scheduled tea break, tea will be taken immediately in conjunction with the change of innings.
- e) A minimum of 100 overs must be bowled in a day with the cessation of play at 6.00pm, whichever comes later.



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