

Year Nine Section One - TWO DAY Rule Summary
(to be read in conjunction with the CMCA Club & Youth Handbook)

Playing Times: First Session 10.30am until 5pm

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 scored
	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)

Match Length: On Day one, both innings must be completed or play goes until 5pm, whichever is later. On Day two, normal cricket laws apply with 17 overs to be bowled in the last hour, commencing at 4pm. If there is a change on innings within 30 minutes of the scheduled lunch (1pm) lunch will be taken immediately in conjunction with the change of innings. If there is a change of innings in the final 17 overs, three overs will be deducted

Over limit: Compulsory declaration after 45 overs in the first innings. Pace bowlers are limited to six overs per spell and 14 overs in any one day. In the situation where a team has completed 45 overs in the first innings and is still behind the follow-on total, then that team can be asked to follow-on by the opposition

Balls: 156gm Two piece balls from the CMCA list of approved balls to be used. Kookaburra Red King or Crown

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
- ⇒ Any ball which passes or would have passed above the shoulder of the batsman standing upright at the crease shall be called no ball. This can be called by either umpire
- ⇒ All other No balls, including to 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 an runs scored from the bat, byes or leg byes

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

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

Results: All match results must be submitted via the CMCA Website by 12 noon on the Monday 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