

SECTION 5

Christchurch Suburban Cricket Association Senior A Playing Conditions

1. Commencement of play

- a) The toss should take place in all games at least 15 minutes prior to the scheduled commencement of play. Any team that is not available to toss 15 minutes prior to the scheduled commencement of play, 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 umpires a written list of their teams for the first day of the match together with any replacements for the 2nd day of a two day match.
- c) Any team not having seven or more players on the ground 30 minutes after the scheduled commencement time shall be deemed to have forfeited the match by default.
- d) The playing eleven cannot be changed except when section (e) of this rule applies, the replacement rule applies or when special circumstances arise at the discretion of the CSCA sub-committee.
- e) If, between the toss and commencement of play, a replacement player becomes necessary, this can only be made with the approval 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 at the appointed time shall be reported to the CSCA who shall take any further action that is considered appropriate against the team concerned.

2. Substitutes

A player who suffers an injury caused by an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and has to leave the field for medical attention may, subject to the umpires/captains approval, bowl immediately after his return, irrespective of the length of time for which he has been absent.

3. Fitness of pitch, ground and weather

- 1) All decisions concerning the fitness of the pitch, ground and weather for play, shall be in the hands of the umpires in consultation with both team captains.
- 2) Before deciding to suspend play or not to resume play after an interval, the umpires shall establish whether both captains (the batsmen at the wicket may deputise for their captain) wish to continue in unfit conditions. If so their wishes shall be met.
- 3) If after agreeing to continue in unfit conditions, either captain subsequently wishes play to be suspended, he may appeal to the umpires who shall uphold the appeal only if, in their opinion, conditions have deteriorated since the agreement to continue was made.
- 4) If conditions during a rain stoppage improve and the rain is reduced to a drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions, If both umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately.

4. Fitness of light

The umpires will only suspend, or continue to suspend, play for bad light when they consider there is a risk of serious physical injury to the batsman. Among the facts to be considered are background, sightscreens and the type of bowling. Before deciding to suspend play, or not to resume play after an interval on account of bad light (but for no other reason), the umpires shall establish whether the captain of the batting team (the batsmen at the wicket may deputise for their captain) wish to continue in unfit conditions. If so their wishes will be met.

5. Use of covers

- a) Covers must be used in all Senior A matches except where (f) shall apply, and they must be accessible during the duration of the match. The covers must provide maximum protection to the pitch in the proper spirit of the game. The covers must not leak and be fit for the purpose of keeping water off the playing surface. The covers must be suitably anchored to the ground with enough metal pegs to ensure that the wind cannot lift the covers from their set position.

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- b) Hessian must be used in all grades that are required to use covers.
- c) If it is not raining on the evening prior to the commencement of play the pitch shall be covered no later than 8.00pm to provide the necessary protection from the weather. Every endeavour should also be made to protect the pitch against adverse weather conditions in the days prior to the commencement of the match.
- d) Covers shall be removed with due care to ensure that no surface water is left on the match pitch or playing block. The covers shall be removed on the morning of the match no earlier than 5.00am and no later than 3 hours prior to the scheduled start time, unless it rains or rain is threatening.
- e) The host club is responsible for carrying out (c), and (d) above.
- f) The covers may be left off the pitch on the night prior to the commencement of play (on either day) to assist in drying of the pitch. Both captains must agree to this action taking place.

6. Overlapping boundaries

Where two or more matches are being played on the same ground and the boundaries for adjoining pitches overlap, the following will apply:-

If the ball in play is stopped or obstructed whether deliberately or otherwise by anyone other than a member of the fielding side, except where the ball shall strike an umpire, the umpire will, if in his opinion, the ball if not stopped or obstructed would have reached the boundary, signal the boundary in the usual manner and the ball shall there upon be dead. If the ball would not have, in the opinion of the umpire, reached the boundary, play will continue as if it had not been stopped or obstructed, but in such case the striker shall not be liable to be given out caught. Each batsman may be run out in the latter scenario but the umpires must be mindful of the possible confusion and misapprehension that may exist.

7. Drinks

Non-alcoholic drinks may be taken during the one agreed drinks interval in each session of the match. Under conditions of extreme heat the umpires may permit

extra intervals for drinks. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. On the final day of the match, drinks shall be taken either when one hour of playing time remains or when there are 17 overs remaining to be bowled, whichever is the later. The final hour will then commence at the end of the drinks interval with a minimum of 17 overs to be bowled. The effect is that the drinks interval is not part of the last hour.

8. Declarations (2-day matches)

Captains when declaring during an interval must notify the umpires immediately, not only as an act of courtesy but also to ensure that the umpires are aware of the exact time of declaration in order to determine when play shall recommence.

9. Balls and equipment

- a) 4-piece balls are to be used in Senior A matches and approved manufacture is Kookaburra or Platypus 156gm balls.
- b) The fielding side shall provide the ball in all matches.
- c) Either captain may demand a new ball at the start of each innings.
- d) The umpire shall take possession of the ball in use at the fall of each wicket, at the start of any interval and at any other disruption in play.
- e) The captain of the fielding side shall have the choice of taking a new ball after 70 overs have been bowled with the old one.
- f) The host club shall be responsible for providing a full set of wickets and bails.
- g) Grounds must be clearly marked in accordance with the rules and boundaries defined by means of a white line and flags if possible.

10. Code of conduct

Refer to Section 9, page 117.

11. Disputes / complaints

Any disputes or complaints arising out of or in connection with any competition matches shall be made in writing on

club letterhead, from the club involved, to the CSCA no later than 72 hours following the occurrence of the matter disputed or complained of. It is however, the duty of every captain in the first instance, before making an official complaint, to make every possible endeavour to resolve the matter with his opposing captain before leaving the field of play in any match.

12. Umpires

Umpires shall be appointed for competition matches by the Canterbury Cricket Umpires Association (CCUA). It shall be the duty of such umpires to report any irregularities or breaches of the rules to the CSCA sub-committee. Failing such appointments, competing teams shall provide umpires.

13. Schedule of Points Deduction:

The CSCA Executive Committee can alter this schedule at any time during the season:

Breach	Per Offence
Late starting	
a) Up to and including 15 minutes late	1 point
b) From 16 minutes up to 30 minutes late	2 points
Use of covers	
a) In the event of play starting late through non application of covers	2 points
b) In the event of there being no play due to non application of covers	5 points
c) In the event of play starting late due to late removal of covers, there being no weather conditions effecting earlier removal	1 point
Clothing offences For breaches of the white and coloured clothing rules	1 point per player
Footwear For breaches of the white and touch or softball per player shoes rule	1 point
Results For failure to provide by email or telephone to the CSCA Executive Secretary by Sunday 12 noon	no points allocated
a) any offence	
Captains report For failure to provide by email or telephone to the CSCA Executive Secretary (on behalf of the CCUA) by 5.00 pm Wednesday following match completion	2 points
Transfer The points deduction for breach in this rule shall be	at the discretion of the CSCA Executive
Smoking The points deduction for smoking on the field of play shall be (includes players when umpiring)	\$5.00 per offence or other at the discretion of the CSCA Executive

Consumption of liquor The points deduction for breaching this rule shall	\$40.00 per offence or be other at the discretion of the CSCA Executive
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14. Melhuish Shield (for CSCA Clubs Only)

- The Shield shall be called the 'Melhuish Shield'.
- Entries for this Shield shall be accepted from teams competing in the CSCA's competitions, free of charge, as follows:
 - For a Club with two teams, one entry will be automatic with the Clubs entry into the competition.
 - Clubs with three or more teams shall enter at least one entry, but may enter as many teams as desired, providing that no one team be included in more than one entry.
 - Clubs shall notify the Association of the entry or entries within 14 days of the commencement of the competition.
 - Aggregate points for the Shield shall count as follows:

	Senior A Two-Day matches	Senior A One-Day Matches	Senior B, 3rd & 4th Grade matches
Outright win (maximum)	6	-	-
First innings Win	6	6	6
First Innings Tie	3	3	3
Outright Tie	3	-	-
Draw (first innings not completed), i.e. match abandoned due to weather	0*	0*	0*
Default	0	6	6

* In the event of all lower grades being cancelled but Senior A playing then Melhuish Shield points become null and void for that day.

A maximum of 12 points can be obtained per two day match (i.e. 6 points can be earned for first innings and a further 6 points for the outright win) and a maximum of 6 points per team per one day match.

- The Club whose two nominated teams shall have gained the highest aggregate number of points shall be deemed to be the winners of the Shield

Senior A

Special Playing Conditions – One Day Competition

Except as specially provided for hereafter, the 2000 Code of the Laws of Cricket (and any amendments) shall apply in all matches.

1. Duration

Matches shall be of one days duration. A minimum of 20 overs per team will constitute a match.

2. Hours of play & Tea Interval

12.00 pm to 7.00 pm. In an interrupted or delayed match time may be extended until 7.30 pm. A tea interval of 30 minutes is to be taken between innings.

Length of innings

- 1) a) In an uninterrupted match, which includes a match where the start of play is delayed or play is suspended but where it is possible for both sides to bat for 45 overs by 7.30 pm:-
 - i) Each team shall bat for 45 overs unless all out earlier.
 - ii) In the possible event of the team fielding first failing to bowl 45 overs by the expiration of 3 hours from the commencement of its opponents innings, it shall bowl out the 45 overs but its batting innings shall be limited to the same number of overs as it bowled to its opponents in the 3 hours from the commencement of its opponents innings. An over in progress at the expiration of 3 hours from the commencement of the innings of the side batting first shall be deemed to have been bowled by the expiration of the aforesaid period.
 - iii) If the team batting first is all out, and the last wicket falls within two minutes of the expiration of 3 hours from the commencement of its innings, the innings of the team 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 a complete over).
 - iv) If the team batting first is dismissed in less than 45 overs, the team batting second shall be entitled to bat for 45 overs except as provided in (ii) or (iii) above.

- v) In the event of the team fielding second failing to bowl 45 overs or the number of overs as provided in 1 (a) (ii), (iii) or (iv) by the scheduled cessation time, the hours of play shall be extended until the required number of overs have been bowled or a result achieved.
- b) In matches where the start is delayed or where play is suspended and it is not possible to complete a 45 over match:-
 - i) The object should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 20 overs each team). The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour in the time remaining before close of play at 7.30 pm.
 - ii) 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 7.30 pm, the hours of play shall be extended until the required number of overs have been bowled or a result achieved.
 - iii) If, owing to 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 as in (b) (i).
 - iv) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.

3. Competition format

The competition will comprise of one full round of matches, a semi final, and a final. The final will be between the two teams that have the highest points total after the full round. If teams are equal on points at the end of the full round, rankings will be decided by:-

- a) The result of the match played between those teams in the full round competition.

- b) If still equal, by the higher net run rate (a teams net run rate is calculated as the average number of runs scored per over by that team throughout the competition less the average number of runs scored per over against that team throughout the competition, but bearing in mind that, in a match where a team is all out in less than their full quota of overs, the calculation of average number of runs scored per over will be based on the full quota of overs that the teams were entitled to face on that day and not the number of overs in which a team was dismissed) between those teams in games exclusively involving those teams.

In a match declared abandoned due to weather the run rate is not applicable.

The final match will be at the home ground of the highest placed team as determined above.

The team that wins the final shall be the winner of the Skilton Trophy. In the event of the scheduled final date being postponed an alternative date will be scheduled within the season playing dates where possible. If at the alternative date the match is deemed cancelled or no result, the trophy will be shared.

To be eligible to play in the semi final or final, a player should have played or been going to play (in the event of a match declared abandoned) in at least two of the full round matches.

Note: points for the full round of one day matches (but not the Skilton Trophy semi final or final) are combined with the two day points when determining the Senior A champion.

4. The Result

- a) A result can be achieved only if both teams have had the opportunity of batting for at least 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) Matches in which one or both teams have not had the opportunity of batting for a minimum of 20 overs shall be declared 'no result' matches.
- c) In a match in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 45 overs each in an uninterrupted match, or a

lesser number of overs each in an interrupted match), the team scoring the highest number of runs shall be the winner.

- d) If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen. However, in the event of a tie in the final, the result will be decided in favour of the side losing the least number of wickets. If both sides have lost the same number of wickets, the result will be decided on the higher rate of scoring in the first 15 overs of each innings. In the event of both sides being all out in or under 45 overs, the overall scoring rate of both sides will be the deciding factor.
- e) It is important that teams record the score at the end of each over to enable calculations for interrupted matches.
- f) 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 will 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 team 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.

Example

- a) Side batting first scores 189 runs in 45 overs, 39 in the first 15 overs and 150 in the remaining 30 overs. Average run rate for the whole innings = 4.2 per over. Side batting second has bowled to it, or available to it, 30 overs. Target is 151, being one more run than the total 150 runs scored by the side batting first in their last 30 overs which is higher than 30 overs multiplied by the average run rate of $4.2 = 126$.
- b) 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 its full quota of overs to which it would have been entitled and not the number of overs in which it was dismissed.
- c) If the target score involves a fraction of a run, the final scores cannot be equal and the result cannot be a tie.
- d) 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 match concludes when the target is reached or when the side batting second is bowled out within the nominated number of overs, or when the the nominated number of overs is completed.

5. Points

Win 8	Tie 4
No result/abandoned 4	Loss 0

6. Number of overs per bowler

No bowler shall bowl more than nine 6 - ball 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 45 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:

- a) 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.
- b) 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 bowlers limit is concerned.

7. Field Restrictions

- a) Two semi-circles each with a radius of 27.43 metres (30 yards) 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 on each side of the pitch.
- b) The fielding circle should be marked by painted white disc/dots at 4.5 meter (5 yard) intervals.
Each disc/dot to be white plastic or rubber (but not metal) measuring not less than 18 cm (seven inches) in diameter. Continuous white lines drawn on the field of play may be used instead of disc/dots.
- c) At the instant of delivery there may be no more than five fieldsmen on the on side or more than two fieldsmen behind square leg.
- d) 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 overs only five fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- e) In the first 15 overs there must be two stationary fieldsmen within 15 yards of the striker at the instant of delivery.
- f) Where the total number of overs available is reduced from the commencement of play onwards, the team bowling second will have applied to it the same number of overs as the team bowling first in regard to field restrictions.
- g) In an interrupted match where the overs for the team bowling second are reduced, the number of overs that the field restrictions shall apply will be reduced proportionately to the number of overs that the field restrictions have applied to the team bowling first. Fractions are to be ignored.

- h) In the event of an infringement in relation to the number of stationary fielders, or fielders in relation to the fielding circle, either umpire shall call and signal no-ball.

8. Wide bowling

- 1) Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- 2) Any off-side or leg-side 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, the inner edge of which measures 89 cm (35 inches) on each side of the imaginary pitch centre line, shall be called wide. The above provisions do not apply if the striker makes contact with the ball.
- 3) A penalty of one run shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a wide ball which is not a no-ball, shall be scored as wides.

9. Dangerous and unfair bowling

The bowling of fast short pitched balls

Law 42.6 (a) shall be replaced by the following:-

- a) A bowler shall be limited to one fast short pitched delivery per over.
- b) A fast short pitched ball is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- c) The umpire at the bowlers end shall advise the bowler and batsman on strike when a fast short pitched delivery has been bowled.
- d) In addition, for the purpose of this regulation and subject to Law 42.6 (a) (i) below, a ball that passes 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.

- e) For the avoidance of any doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the one allowable short pitched delivery in that over.
- f) In the event of a bowler bowling more than one fast short pitched delivery in an over as defined in clause (b) above, the umpire at the bowlers end shall call and signal no ball on each occasion. A differential signal shall be used to signify this fast short pitched delivery. The umpire shall call and signal no-ball and then tap his head with the other hand.
- g) If a bowler delivers a second fast short pitched delivery in an over, not only must the umpire call and signal no-ball, but he must invoke the procedure of cautioning as described in Law 42.7(a).
- h) If a bowler is no balled for a second time in the innings for the same offence, the umpire shall advise the bowler this is his final warning as provided for in Law 42.7(b).
 - i) A third such offence in the same innings shall cause the umpire to invoke Law 42.7(c). i.e. The bowler shall be removed forthwith and cannot bowl again in that innings.

The above is not a substitute for 42.6(a) (i) as amended below, which umpires are able to apply at any time.

Law 42.6(a) (i) shall be replaced by the following:-

The bowling of fast short pitched balls is unfair if the umpire at the bowlers end considers that by their 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. The relative skill of the striker shall also be taken into account.

In the event of such unfair bowling, the umpire at the bowlers end shall adopt the following procedure:-

- a) In the first instance the umpire shall call and signal no-ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
- b) If this caution is ineffective, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning.

- c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- d) Should the above warnings prove ineffective the umpire at the bowlers end shall:-
- 1) At the first repetition call and signal 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, provided that the bowler does not bowl two overs or part thereof consecutively. See Law 22.8 - Bowler incapacitated or suspended during an over.
 - 2) Not allow the bowler, thus taken off, to bowl again in the same innings.
 - 3) Report the occurrence to the captain of the batting side as soon as the players leave the field for an interval.
 - 4) Report the occurrence to the CSCA who shall take any further action that is considered to be appropriate against the bowler concerned.

The bowling of high full pitched balls

Law 42.6 (b) shall apply together with the following:-

Any delivery that passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker. The umpire at the bowlers end shall adopt the following procedure:-

In the first instance call and signal no-ball and when the ball is dead, caution the bowler and issue a first and final warning and inform the other umpire, captain of the fielding side and the batsman of what has occurred.

At the first repetition call and signal no-ball and when the ball is dead, direct the captain of the fielding side to take the bowler off forthwith and to complete the over with another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

Not allow the bowler, thus taken off, to bowl again in the same innings.

Report the occurrence to both captains and the CSCA who shall take any further action that is considered to be appropriate against the bowler.

Deliberate bowling of high full pitched balls

If the umpire considers that a high full pitched ball was deliberately bowled, the umpire shall:-

Call and signal no-ball.

When the ball is dead, direct the captain to take the bowler off forthwith and to complete the over with another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

Not allow the bowler, thus taken off, to bowl again in the same innings.

Report the occurrence to both captains and the CSCA who shall take any further action that is considered appropriate against the bowler concerned.

10. Mode of delivery

No bowler may deliver the ball underarm.

11. Time wasting

Umpires should fully take into account in limited over matches 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 match knowing it might win a shortened match on run rate, or in the case of a team batting first slowing down the game to reduce the number of overs available to the team batting second.

12. Light

Play will continue until such time as the umpires deem it is unreasonable or dangerous for play to take place and players and/or umpires are in danger due to poor light.

13. Declarations

The captain of the batting side may declare his innings closed at any time after 20 overs have been bowled.

14. Clothing and footwear

Dress code shall be white or cream trousers, shirts, socks, footwear (and pullovers when worn). Coloured clothing is acceptable subject to prior approval being obtained from the CSCA and all playing members must be outfitted in the same uniform.

15. Umpires Trophy

For the Senior A team in the CSCA competition which shows the most consistency in the following aspects of the match:-

Sportsmanship and Behaviour, Punctuality, Dress

This award gives recognition to a team for aspects of the match that are regarded as most important to the CSCA. The Umpires controlling each match will award points and at the conclusion of each round they will forward their card to the CSCA Points Steward. Points will be awarded on the following proportions out of a maximum of 30 points:-

- ***Sportsmanship and Behaviour (14 points)***

At the discretion of the Umpires, points may be deducted for displays of poor sportsmanship and behaviour including attitude to decisions, excessive talking during play etc.

- ***Punctuality (8 points)***

At the discretion of the Umpires, points may be deducted for lack of punctuality in commencing play or during play either as a team or individually.

- ***Dress (8 points)***

At the discretion of the Umpires, points may be deducted for unclean or untidy personal clothing including footwear.

Senior A

Special Playing Conditions – Two Day Competition

Except as specially provided for hereafter, the 2000 Code of the Laws of Cricket (and any amendments) shall apply in all matches.

1. Duration

Matches shall be of 2 days duration.

2. The sessions

Commencement of play until tea.

Tea until close of play.

3. Hours of play

Daily 12.00 pm. to 6.30 pm.

For the purposes of these conditions the words “20 overs “ as used in Laws 16.6 & 16.7 shall be deemed to read as “17 overs.”

- a) On the last day by mutual agreement of the Captains and provided there is no possibility of a decision: then
 - 1) Play may be abandoned up to one hour prior to the scheduled end of play on the second day.
 - 2) If both teams have only completed their first innings after the tea interval on the second day and there is no likelihood of an outright decision being reached by either team, play may be abandoned subject to the agreement of both captains.
- b) If time is lost in a days play because of light, weather or any other unavoidable circumstance, then the above hours of play should be varied or extended where possible to make up time lost.
- c) Not withstanding any variation to the standard hours of play but subject to laws 16.6 and 16.7 and over rates, the scheduled hours of play are to be confined to the period 12.00 pm. to 7.30 pm.

4. Points

How points are allocated

Points awarded

(A maximum of 16 points are available in a two day match).

Outright win	12
Outright tie (2nd innings of both teams completed)	6
1st innings win	4
1st innings tie	2
1st innings no result	2
1st innings loss (no outright loss)	1
1st innings loss - outright loss	0
1st innings win - outright loss	4
1st innings loss - outright tie	6
1st innings win - outright tie	10

5. Time for tea interval-Law 15

Daily 3.00pm to 3.30 pm. The afternoon tea interval shall commence in all practical coincidence with the conclusion of the days first innings and as a result captains and umpires will have the ability to vary the tea interval time in this regard, subject to it occurring no later than 3.15pm.

In the event that play is uninterrupted, this interval shall generally be taken at 3.00pm for 30 minutes, but may be brought forward by a maximum of 30 minutes (i.e. 2.30 pm) as a result of the end of an innings or extended by a maximum of 15 minutes in exceptional circumstances to complete the first innings.

In the event that play is interrupted, this interval may be taken at any time and for any duration agreed upon between captains and umpires. Failing that any such agreement is reached the interval shall be taken at 3.00 pm for 30 minutes.

6. Over Rates

Play is to be completed on the first day at 6.30pm or after 100 overs, whichever is the later. However, on Day One, should both first innings be completed prior to 6.30pm the close of play for the day shall then be 6.30pm with the only exception being if play is lost to rain when time can be added.

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 16.6 per hour) shall be completed.
- b) On the second day a minimum of 83 overs (or a minimum of 16.6 per hour) for playing time other than the last hour of the match.
- 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 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 days play, in the event of the team bowling second being unable to complete its overs by the scheduled cessation time, play will continue until the required number of overs has been completed.

- f) Where there is a change of innings during the days play (except at tea or when play is suspended due to ground, weather or light conditions or for exceptional circumstances), 3 overs for each change will be deducted from the minimum number of overs to be bowled.
- g) An over rate of 16.6 overs is required and a penalty will be imposed on any team that fails to achieve this target throughout the duration of the entire match, provided said team have bowled a minimum of 30 overs.
- h) 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 16.6 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) Tea interval
 - 2) Intervals between innings
 - 3) Stoppage due to pitch, ground, weather, light and unforeseen delays
 - 4) Injuries to players
 - 5) Second drinks break in any one session
- i) The umpires shall be charged with reminding captains on an hourly basis of their teams progress as far as the number of overs in the previous hour are concerned. The umpires will be responsible for communicating the match over rates to the CSCA.

7. Compulsory Declaration

The first innings of the match is restricted to 50 overs with no limit for any bowler.

8. 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. The object is to bowl 100 overs in a days play and this will still be possible when only one hour or less has been lost in that day. When more than one hour is lost in a days play it is accepted that 100 overs in the day may not be possible.

Time lost will be made up at the end of that days play as follows:-

- a) Time lost on first day:
 - 1) That time to be made up will be a maximum of one hour in total.
 - 2) When time lost on the first day equals one hour or less in total, a minimum of 100 overs must be bowled from the scheduled commencement of play.
 - 3) When time lost on the first day exceeds one hour in total, it is then accepted that a minimum of 100 overs in that day may not be possible and a reduced minimum number of overs are to be calculated in accordance with clause 9.
- b) Time lost on second day:
 - 1) That time to be made up will be a maximum of one hour in total.
 - 2) When time lost on the second day equals one hour or less in total, a minimum of 83 overs must be bowled from the scheduled commencement of play before the last hour can commence.
 - 3) When time lost on the second day exceeds one hour in total, it is then accepted that a minimum of 100 overs in that day may not be possible and a reduced minimum number of overs are to be calculated in accordance with clause 9.
- c) Should playing time be lost during the first day, and/or the second day, either team may decide to forfeit their first innings.
- d) When making up lost time at the end of the days play, the umpires shall have the authority to abandon play for the day when they consider light conditions are unreasonable or dangerous to both players and umpires.

9. Recalculation of overs (playing time lost)

In any instances where playing time is lost the following shall apply:-

- 1) Suspension of play will be calculated at one over for every 3 minutes 30 seconds lost.
- 2) Where there is a change of innings during the days play (except at tea or when play is suspended due to ground, weather or light conditions or for exceptional circumstances), 3 overs for each change will be deducted from the minimum number of overs to be bowled.

10. 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. The next over after that moment shall be the first of a minimum of 17 6-ball overs, provided a result is not reached earlier or there is no interval or interruption in 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 (ie. A stoppage caused by weather, light or 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 complete 3 minutes 30 seconds of playing time lost. Any over uncompleted at the beginning of an 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) based on overs remaining-at the conclusion of the innings, the number of overs that remain to be bowled, of the minimum in the last hour, to be noted. If this is not a whole number it is to be rounded up to the next whole number. Three overs to be deducted from the result for the interval.
- b) based on time remaining-at the conclusion of the innings, the time remaining until the agreed time for close of play to be noted. Ten minutes to be deducted from this time, for the interval, to determine the playing time remaining. A calculation to be made of one over for every complete 3 minutes and 30 seconds of the playing time remaining, plus one more for any further part of 3 minutes and 30 seconds remaining.

11. Dangerous and unfair bowling

The bowling of fast short pitched balls

Law 42.6 (a) shall be replaced by the following:-

- a) A bowler shall be limited to two fast short pitched deliveries per over.
- b) A fast short pitched ball is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- c) The umpire at the bowlers end shall advise the bowler and batsman on strike when each fast short pitched delivery has been bowled.
- d) In addition, for the purpose of this regulation and subject to Law 42.6(a) (i) below, a ball that passes 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.
- e) For the avoidance of 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 deliveries in that over.
- f) In the event of a bowler bowling more than two fast short pitched deliveries in an over as defined in clause (b) above, the umpire at the bowlers end shall call and signal no-ball on each occasion. A differential signal shall be used to signify this fast short pitched delivery. The umpire shall call and signal no-ball and then tap his head with the other hand.
- g) If a bowler delivers a third fast short pitched ball in an over, not only must the umpire call and signal no-ball, but he must invoke the procedures of cautioning as described in Law 42.7(a).
- h) If a bowler is no balled for a second time in the innings for the same offence, the umpire shall advise the bowler this is his final warning as provided for in Law 42.7(b).
- i) A third such offence in the same innings shall cause the umpire to invoke Law 42.7(c) i.e. The bowler shall be removed forthwith and cannot bowl again in that innings.

The above is not a substitute for 42.6(a) (i) as amended below, which umpires are able to apply at any time.

Law 42.6(a) (i) shall be replaced by the following:-

The bowling of fast short pitched balls is unfair if the umpire at the bowlers end considers that by their 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. The relative skill of the striker shall also be taken into account.

In the event of such unfair bowling, the umpire at the bowlers end shall adopt the following procedure:-

- a) In the first instance the umpire shall call and signal no-ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
- b) If this caution is ineffective, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning.
- c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- d) Should the above warnings prove ineffective the umpire at the bowlers end shall:-
 - 1) At the first repetition call and signal 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, provided that the bowler does not bowl two overs or part thereof consecutively. See Law 22.8 - Bowler incapacitated or suspended during an over.
 - 2) Not allow the bowler, thus taken off, to bowl again in the same innings.
 - 3) Report the occurrence to the captain of the batting side as soon as the players leave the field for an interval.
 - 4) Report the occurrence to the CSCA who shall take any further action that is considered to be appropriate against the bowler concerned.

The bowling of high full pitched balls

Law 42.6 (b) shall apply together with the following:-

Any delivery that passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker. The umpire at the bowlers end shall adopt the following procedure:-

In the first instance call and signal no-ball and when the ball is dead, caution the bowler and issue a first and final warning and inform the other umpire, captain of the fielding side and the batsman of what has occurred.

At the first repetition call and signal no-ball and when the ball is dead, direct the captain of the fielding side to take the bowler off forthwith and to complete the over with another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

Not allow the bowler, thus taken off, to bowl again in the same innings.

Report the occurrence to both captains and the CSCA who shall take any further action that is considered to be appropriate against the bowler concerned.

Deliberate bowling of high full pitched balls

If the umpire considers that a high full pitched ball was deliberately bowled, the umpire shall:-

Call and signal no-ball. When the ball is dead, direct the captain to take the bowler off forthwith and to complete the over with another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

Not allow the bowler, thus taken off, to bowl again in the same innings. Report the occurrence to both captains and the CSCA who shall take any further action that is considered to be appropriate against the bowler concerned.

12. Replacements

Up to two players may be replaced for the second day and be entitled to fully participate in that match provided :-

- 1) No replacement player(s) will be permitted for more or less than one day.
- 2) The Captain of any team playing a replacement player(s) must inform the opposing Captain and Official Umpires of the names of the player(s) to be replaced and the names of the replacement player(s) who will substitute for him/them, prior to tossing on the first day of the match.

- 3) If a player is batting at the end of day one, any replacement player may not continue his innings. The player that has been replaced will be deemed to be out.
- 4) The replacement player cannot bat on day two if the player he has replaced has already batted in the same innings.
- 5) The replacement player cannot bowl two overs or part thereof consecutively with the player he has replaced.
- 6) The CSCA sub-committee has the sole authority to resolve any dispute regarding any possible abuse of this rule.
- 7) In exceptional circumstances a player can be replaced on the second day with the express permission of the opposing Captain prior to Friday 5.00 pm and advising the umpires at least 15 minutes before the start of the second days play.

13. Umpires Trophy

For the Senior A team in the CSCA competition which shows the most consistency in the following aspects of the match:-

Sportsmanship and Behaviour, Punctuality, Dress

This award gives recognition to a team for aspects of the match that are regarded as most important to the CSCA. The Umpires controlling each match will award points and at the conclusion of each round they will forward their card to the CSCA Points Steward. Points will be awarded on the following proportions out of a maximum of 30 points:-

- ***Sportsmanship and Behaviour (14 points)***
At the discretion of the Umpires, points may be deducted for displays of poor sportsmanship and behaviour including attitude to decisions, excessive talking during play etc.
- ***Punctuality (8 points)***
At the discretion of the Umpires, points may be deducted for lack of punctuality in commencing play or during play either as a team or individually.
- ***Dress (8 points)***
At the discretion of the Umpires, points may be deducted for unclean or untidy personal clothing including footwear.

14. New ball

Either Captain may demand a new ball at the start of each innings.

The Captain of the fielding side shall have the option of taking a new ball after 70 overs have been bowled with the old one.

15. Clothing and footwear

Dress code shall be white or cream trousers, shirts, socks, footwear (and pullovers when worn).

Chairman's Cup One-Day Knockout Competition (CSCA Only)

The format of this competition will be determined by the CSCA Executive Committee prior to the calling of entries for this competition.

a) Hours Of Play

Matches shall be of 40 overs duration per innings with a limitation on any bowler of 8 overs. Matches shall start at 12pm. An afternoon tea interval of 20 minutes between innings will be taken. One drinks break is permitted in each session.

b) Competition Format

The competition will comprise a sudden-death elimination series of matches, randomly drawn by two members of the CSCA Executive Committee. The draw for all the Chairman's Cup matches, whether they are first round matches, semi-finals or finals will be by this random ballot. The first named team drawn will be awarded the home match.

The venue of the final match will be at the home ground of the highest placed team as determined above.

The team that wins the final shall be the winner of the Chairman's Cup. In the event of the scheduled final date being postponed an alternate date will be scheduled within the season playing dates where possible. If at the alternate date the match is deemed cancelled or a no result, the trophy will be shared.

Two-piece balls must be used.

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CSCA SENIOR A GRADE

The sole criteria for player selection in teams playing in this competition is that no more than two players whom have played more than 50% of days available for the clubs involved in First Grade or the Skilton Trophy competitions during the season to date shall be eligible to play in any one match.

c) Length Of Innings

In matches where the start is delayed or where play is suspended the following bowling restrictions shall be used:

Start Time	Overs	Max. Overs per Bowler
12pm to 12.45pm	40	8 overs per bowler
12.46 to 1.45pm	30	7 overs per bowler
1.46 to 2.45pm	25	5 overs per bowler

d) The Result

- a) A result can be achieved only if both teams have batted for at least 25 overs, unless one team has been all out in less than 25 overs or unless the team batting second scores enough runs to win in less than 25 overs.
- b) All other matches, in which one or both teams have not had an opportunity of batting for a minimum of 25 overs, shall be declared a no result game. .
- c) In a match in which both teams have had both opportunity of batting for the agreed number of overs (i.e. 40 overs each in an uninterrupted match, or a lesser number of overs in an interrupted match), the team scoring the higher number of runs shall be the winner.
- (d) In the event of a tie, fewer wickets lost will determine the winner. If wickets lost are the same, the higher number of runs after the first five overs will be deemed the winner. If this is the same, runs per ball over the total of the innings (including wides and no balls) will be used, with the faster scoring rate being deemed the winner.
- e) It is important that teams record the score at the end of each over.
- f) If the match is unfinished, the winner will be the side that has scored the faster in runs per over, provided that 25 overs have been bowled at the side batting second. The assessment of such run rate is to be made over the number of completed overs of the team batting second, when play is finally abandoned. This is then compared with the scoring rate of the side batting first up to this over taken from the commencement of the innings. If the scoring rate is the same, fewer wickets lost will determine the winner. If this is the same, the higher number of runs after the first five overs will find the winner.

e) Field Restrictions

- a) Two semi-circles each with a radius of 27.43m (30 yards) 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 on each side of the pitch.

- b) The fielding circle should be marked by painted white disc/dots at 4.5m (five yard) intervals. Each disc/dot to be white plastic or rubber (but not metal) measuring not less than 18cm (seven inches) in diameter. Continuous white lines drawn on the field of play may be used instead of disc/dots.
- c) At the instant of delivery there may be no more than five fieldsmen on the on-side or more than two fieldsmen behind square leg.
- d) For the 15 overs only two fieldsmen are permitted to be outside the field restriction marking at the instant of delivery. For the remaining overs only five fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- e) In the first 15 overs there must be two stationary fieldsmen within 15 yards of the striker, at the instant of delivery.
- f) Where the total number of overs available 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 the field restrictions.
- g) 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 be reduced proportionately to the number of overs that the field restrictions have applied to the team batting first.
- h) In the event of an infringement of (c),(d) or (e) above, either Umpire shall call and signal 'no ball'.
- i) Fractions are to be ignored in all calculations re number of overs.

f) Wide Bowling

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket or over the batsman's head. The following criteria should be adopted as a guide to the Umpires:

- If the ball passes either side of the wicket 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 the return crease on the offside and marking halfway between the middle stump and the return crease on the leg side, the Umpire shall call and signal 'wide'.

g) No ball

- If the ball clearly passes above the shoulder height of the striker standing upright at the crease, but not clearly above the batsman's head, the Umpires shall call and signal 'no ball'.
- If the ball passes clearly above head height of the batsman that prevents him from being able to hit with his bat by means of a 'normal cricket stroke', the Umpire shall call and signal 'no ball'.

h) Mode of delivery

No bowler may deliver the ball underarm.

i) Over Rates

An over rate of 17 overs per hour is desirable and Captains should ensure that their bowlers endeavour to maintain this rate.

j) Coloured Clothing

Coloured clothing may be worn subject to mutual agreement by both sides and in accordance with 1.9.

k) Team Lists

The team list with a full list of players' names must be entered in the scorebook prior to the start of play.

l) Substitutes

A player which 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, subject to the Umpires approval, bowl immediately after his return, irrespective of the length of time for which he has been absent.

m) Run Rate

The score at the end of each over throughout both innings needs to be recorded.

NB These rules apply to the Chairman's Cup One-day Knockout Competition alone and not the Third & Fourth Grade Saturday competitions.