

20/20 Yr 3 Grade Conditions

Full conditions as at the start of the 2015/16 season

Print a copy of these and take with you on match day (links on Overview Website page)

Grade Manager – Cat Ryan 360 2206 or 0272 981031 and southerndistrictscricket@gmail.com
Coaches of teams in this grade should email their contact information to the Grade Manager so that he can be in contact with you during the season if needed.

Aim

- Guaranteed Participation - As with all our grades the development of the player and enjoyment of the game are seen as more important than the result. All players will bat, bowl and wicket keep in every match.
- Fun, with an emphasis on cricket skills development- batting, bowling, wicket keeping and fielding

Grade Objective

This grade is for players in Year 3 as a progression on from Kiwi cricket with the introduction of wooden bats and a seamed Incrediball but plastic gear can still be used. It is designed to fit the fun, fast and furious motto for CJCA cricket. Talented Year 2 players can also play in this grade.

It is split into various sections, the number of which will be determined by the number of teams entering this grade, but teams of similar standard will hopefully play each other. As with all our grades the development of the player and enjoyment of the game are more important than the result.

Emphasis on fun and cricket skill development - batting, bowling, wicket keeping and fielding, so no competition points are allocated or finals played.

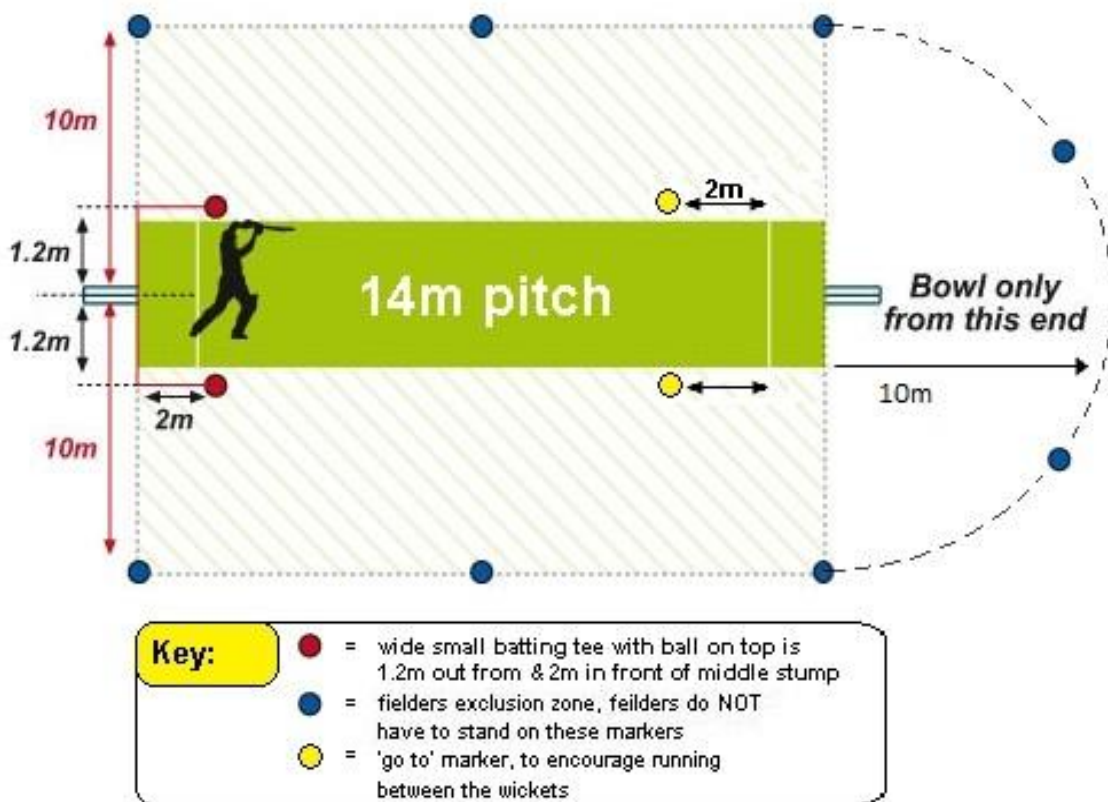
Playing Conditions Summary

- Players in Year 3 and talented Year 2's.
- 9.00am start, should finish by 11.00. Teams should be drawn to play at a park near their club base most weeks.
- 8-a-side on a 14m pitch on a grass outfield. Junior size Incrediball to be used
- 20 overs per innings – split into 2 halves of 10 over's from each team, so one team is not in the field for the full 20 over's in a row
- All bowling from the same end. No one can bowl a third over until all have bowled at least two. Max run up of 8m
- Players can be bowled, caught, stumped, hit wicket and run out. There are no LBWs.
- Batters are placed into pairs and bat together for 5 over's per pair. Each batter is to face 15 balls. If a team carries 1 or 2 extra players then the batting overs should be split as evenly as possible so ALL get to bat. BUT only 8 should field at a time BUT all should get to bowl
- If a batter is out they do not face the next ball and the bowling team is awarded 3 runs. They also change ends at the end of each over
- Wides and no-balls are not re-bowled. Instead, 2 balls are set up on small batting tees and can be hit on the offside as soon as the no ball or wide is bowled. NO penalty run is awarded just the runs scored off the hit. Players can only be run out when hitting off the tee.
- A fielding exclusion zone also exists, marked by cones or ice cream lids (see below), where no fielder is allowed inside until the batter has played their shot. **This is extended so no fielder may be within 10m of the bowler's end stumps.**
- No runs can be taken when the ball is being passed back to the bowler from the keeper
- Only natural boundaries – a stream, path, another match, anything that is dangerous or stops the forward momentum of the ball. If this occurs a four or six is signaled.

Please note

1. Batting from one end only. Umpires should try and ensure equal strike by each batter
2. Please make sure the small batting tee is used in this grade
3. Note that fielders DO NOT have to stand where the fielding exclusion zone markers are placed. They should also not enter the zone until AFTER the batter has played their shot.
4. It is suggested that a 'go to' marker is placed 2m from the non-strikers batting crease, as a target for them to back up to (see diagram below). If no run is taken, they must go back to their normal batting crease. The non-striker may stand at the 'go to' marker whilst the free hit off the tee is being taken. If no run is scored off the free hit they must return to the popping crease.

Fielding Exclusion Zone



Fielding markers (ice cream container lids are fine) are placed 10m square of the stumps at both ends and on both sides with a further marker placed between each of these markers on each side. See graphic above. Excluding the bowler, fielders may only enter the exclusion zone after the batter has played their shot, or if a wide or no ball, after the ball on the cone has been hit.

Fielders do not have to stand where these cones are placed, it simply defines the area they must not go into until a shot is played. Only 8 players on the field for those teams that do carry extras.

NOTE: No fielder, other than the bowler is allowed within 10m of the bowlers stumps until after the batter has played their stroke. The exclusion zone exists to encourage quick singles and active fielding.

Batting

Two innings of 10 overs each team. Eight batters are placed into pairs numbered 1-4 by coach/captain. Each pair will bat together for 5 overs. This is 30 balls and we would like each batter to face 15 balls so batters may need to be told to change ends to achieve this. The scorer

can advise the umpire when they feel it is getting near the end of the 5 overs and one batter has some catching up on balls faced to do.

When dismissed, batters do not face the next delivery and always change ends at the completion of each over. The only penalty for being 'Out' is that batters swap ends (this does not apply to 'Run Out') and the bowling team receive 3 bonus runs.

If a 'Run Out' occurs the batting side is allocated all the runs being attempted, provided the batters have gone past each other (crossed) on the final run, whilst the fielding team still get their 3 runs for the wicket. Therefore, if a single was being attempted and a 'Run Out' occurs, they keep the single (provided the batters have crossed) and allocate to the appropriate batter. If a 'Run Out' occurs on the third run, they keep all 3 runs, provided the batters had crossed on the final run. This is to encourage batters to take runs.

Pairs remain batting irrespective of the number of times they are dismissed, until they have batted for 5 overs (30 balls). The next batting pair must be ready to bat immediately following the previous pair's innings. Once two pairs have batted (10 overs in total) the two teams swap roles.

If a team is carrying an extra 1 or 2 players then the team overs are split as equally as possible so all get to bat. So, if there are 10 players each pair would bat for 4 overs. The innings split of two lots of 10 overs would still apply. If only 1 extra player then they can share the batting with another in their normal 5 allotted overs.

Equipment

Wooden bats should be used along with the soft 'Incrediball'. Plastic bats may be used but they can split with the harder ball. The small yellow batting tee is used for this grade. Six cones or ice cream lids to mark out the exclusion zone.

How can a batter get out?

Players can be "Out": bowled, caught, stumped, run out and hit wicket. A player is also 'Out' if balls are being used and fail to dislodge after the ball has struck either the base of the stumps or any wicket or has passed between two wickets.

There are no LBWs. Players can only be run out when hitting off the tee.

Player numbers

A team may have more than 8 players but only 8 may field at a time. Please confirm with the opposition if the player numbers are more or less than 8. If a team has less than 8 players then a player or players are chosen by the coach to face additional overs, this should vary throughout the season if it happens regularly. Extra fielders should also be lent to them by the opposition.

Wides & No Balls

At the batters end there will be two small plastic cones placed 2m away from and parallel to the stumps, 120 cms from the middle stump. (See Diagram) Any ball that passes outside this area and is not hit by the batter shall be deemed a 'wide'.

Wide cones exist to create more balls in play for batters and fielders. Players can only be run out when hitting off the tee.

A No Ball will be called if ...

- the ball bounces three or more times or rolls on the pitch before reaching the batters popping crease. (Bowlers can bowl from a shorter distance and bowl up to 3 balls underarm - one bounce - if required).
- if the delivery would have passed over the waist on the full at normal batting stance.
- if the delivery would have passed over the shoulder at normal batting stance.
- if players (not the bowler) encroach into the fielding exclusion zone before the ball is hit.

Bowlers MUST be coached to bowl with a straight arm and avoid 'throwing' the ball. Those that find this difficult should bowl from a standing, side on position, starting with a straight arm against their back leg and aim to release the ball at the 12 o'clock position. There is no penalty for a thrown delivery at this grade.

Free Hits

If a 'wide' or non-hit 'no ball' is bowled then the batter receives a 'Free Hit' off the batting tee (see diagram). Right hand batters must hit off the right batting tee and left hand batters off the left batting tee. A batter only gets one swing at a free hit. The ball must be hit forward of the wicket on the off-side. There is NO penalty applied, the batter only gets the runs scored from the hit off the cone.

The fielding side must remain in their original positions and out of the exclusion zone until the ball is hit off the tee. If a batter hits a delivery that would have been a 'wide' they score runs made from that shot and forfeit their 'Free Hit'. The batter can only be run out from a 'Free Hit'.

The non-striker may stand at the 'go to marker' whilst the free hit off the tee is being taken. If no run is scored off the free hit they must return to the popping crease.

Bowling

Bowl from one end only. A bowler may not bowl two overs in a row. There will be a maximum of 6 deliveries in each over so 'Wides' and 'No Balls' are not re-bowled. **Maximum of a 5 meter run up.**

Coaches are to ensure that all team members bowl the same number of overs during the season (on an equivalent availability basis). After each completed over, all fielders (including bowlers and wicket keeper) rotate one position.

Where a team has 8 players, four bowlers bowl 2 overs each and the other four bowlers, bowl 3 overs each. If more than 8 players are used (10 bowlers max), each bowler bowls 2 overs. If less than 8 players, each player bowls a maximum of 3 overs each while an extra one over is bowled by those chosen by the batting team.

Scoring

Score sheets are available from the CJCA website – see links in Competitions – Overview and Grades section. Each team's score starts at Zero. 3 runs are added to the bowling side for each dismissal obtained. No extra runs scored for wide's or no balls other than the runs obtained from hitting off the cone.

Safety

Coaches are to ensure fielders are a safe distance from the facing batsmen (and outside the fielding exclusion zone).

Draws

Draws will be available through the link on our website from Monday each week and in The Press on Wednesdays. **Please note that the website draw is updated with changes whereas the one that appears in the papers is only correct when going to print on the Monday.**

Results & Points allocation

As this is a non-competitive grade, no points are awarded or table given but we do still want results entered onto the CricHQ website. These will form the basis for the results submitted to The Press for publication and provides useful information for grading or moving teams around.

See the CJCA website 'Submit Results' page for further details.

For this grade you should just enter the net score for your team, don't worry about the number of wickets taken. This means adding the runs gained by taking wickets to the runs scored by your batters. Any individual performances need to be entered in the box under the correct team name. Each team should enter the result.

Where qualifying performances have occurred player names should show first initial & surname only. Enter player performances that meet the qualifying runs or wickets only! (please see below) This may sound harsh but other comments need to be removed manually by Mike Fisher at Canterbury Cricket, before he can submit the result to the paper and this is a time consuming exercise.

Qualifying wickets - 3 or more - enter as A Smith 3 for 20

Qualifying runs - 20 or more runs (if not out, place an asterix after the runs scored - A Smith 50*)

General:

School years - for each grade (except Year 8) this means a player remains eligible for the WHOLE season in that grade if eligible for that grade in October.

Grade Objectives: Each grade is to provide players with a fun, fair & learning game with a connection to International cricket as close as the age group, player abilities & time allow. MCC Laws of Cricket apply unless otherwise stated. In all cases, the stated rules are to be applied. (Coaches seeking rule changes should provide their suggestions to the CJCA rather than litigate rule differences each week with their new opposition.)

Players: All players participating must be eligible or have written CJCA dispensation viewable to the opposition coach prior to play. Such a dispensation letter will be on CJCA letterhead and be signed by either the Manager or the President of the CJCA. Note that while there are Girls only grades, girls can play in any grades.

Dress: Players are to dress in white or in Club / School colours as approved by the CJCA. (Club / School colours will be approved only where such colours will not obscure the ball in the colour of the bowler's clothing.) Sun protective hats are desirable.

Gear: Each team is required to provide 3 stumps and a ball. This includes stumps suitable for artificial pitches if required or applicable.

Defaults: Teams with reduced numbers should still seek to play using opponent players to assist in the field. If this is not possible and a team has to default, please advise Mike Fisher - Phone 366-3003; Email: mfisher@christchurchmetrocricket.com as soon as possible.

Code of conduct: The code of conduct published on our website applies to all players, coaches, parents and others at all games.