

## Girls Yrs 4 and 5 Super 8's Grade Conditions

Full conditions as at **Start 2015/16 Season**

*Please print a copy of these and have available on match day.*

**Grade Manager** – Mike Dunlop - Phone: 021969299 email: [mike@digitaloperative.co.nz](mailto:mike@digitaloperative.co.nz)

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. View and print score sheet for this grade through the link on this web page.

### Aim

- o **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.
- o **Fun, with an emphasis on cricket skills development- batting, bowling, wicket keeping and fielding**

### Grade Objective

This grade is primarily for girls in years 4 and 5 but can include year 6 girls depending on experience and ability. It is the stepping stone into the more traditional leather ball format.

A dispensation can be given by the Grade Manager or CJCA Manager for girls of a higher school year to be included, if it is deemed more appropriate. This will be based on experience and/or skill level and/or other relevant factors that should be taken into consideration e.g. size/disability.

Girls who are eligible for Super 8's but who demonstrate skill and ability to play in a higher grade should be actively encouraged to play in that grade. Coaches can refer to the Grade Manager for assistance in placing girls in the most appropriate grade.

### Changes for this season

Max Zone in the V from the batter, through the end exclusion cones at the bowlers end and to the boundary  
Max 10 mins in between innings and preferably shorter as there are three changes of innings

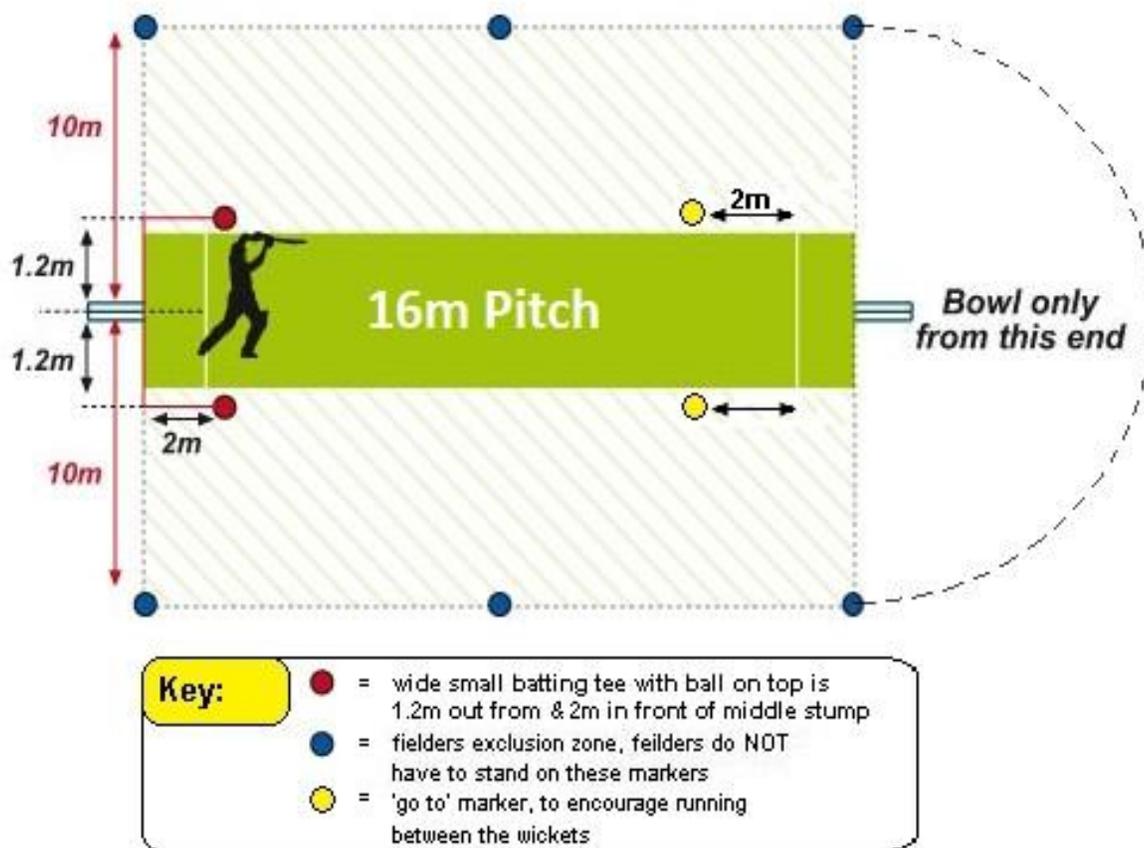
### Playing Conditions Summary

- Players up to Year 5 at the start of the season (but see possible dispensation above)
- Start at 9.00 AM
- 8-a-side
- 16m pitch
- Junior size softer Incrediball to be used
- Each team has two batting innings of 10 overs each
- Three balls are on the playing field. One is bowled while the other two are set up on small batting tees, in readiness for a free hit (see graphic below)
- 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. On a free hit a player can only be out by Run Out
- 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
- 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 given. One (1) penalty run is awarded, plus the runs scored off the free hit. Free hits can only be hit on the offside, forward of the wicket and as soon as the no ball or wide is signaled or called by the umpire
- A MAX scoring zone exists where any runs scored are doubled. **NEW 2015 This has been changed**

to any shot played into the V. This zone starts if the ball passes the bowlers stumps, goes between the fielding exclusion zone cones at the bowlers end and extends all the way to the boundary, see picture in the batting section. Only two fielders, plus the bowler, may field inside this zone. (see below)

- A fielding exclusion zone also exists, marked by cones or ice cream lids (see below). No player may enter the exclusion zone until after the ball is either hit by the batter, strikes the body or equipment of the batter or passes through to the wicketkeeper. If they do the umpire will signal and call a 'no ball'. **This has been extended so no fielder is within 10m of the bowlers stumps until the ball is struck (see dotted line in picture below).**
- Fielders should rotate at the end of each over so all get a chance to field in all the positions, including wicket keeper. There is NO designated wicketkeeper
- Only agreed 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
- Hit off a cone if a no ball or wide is bowled, so always playing a shot
- An Incrediball from Kookaburra, Dukes, Gunn & Moore, Grey Nicholls or Easton is to be used in this grade.
- Please make sure the small batting tee is used in this grade

**Coaching tip:** A 'go to' marker is to be placed 2m from the non-strikers batting crease. It is to encourage players to back up by giving them a target to aim for. If no run is taken, they must go back to their normal batting crease or risk being Run Out. 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. In the case of a 'Free Hit', the fielding team must stay in the positions they were in at the moment the delivery was made until the ball is hit off the tee. The batter must run to the popping crease line at the non-strikers end to complete a run



### 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. **This has been extended so no fielder is within 10m of the bowlers stumps until the ball is struck.**

The exclusion zone exists to encourage quick singles and active fielding. Fielders should rotate at the end of each over so all get a chance to field in all the positions, including wicket keeper.

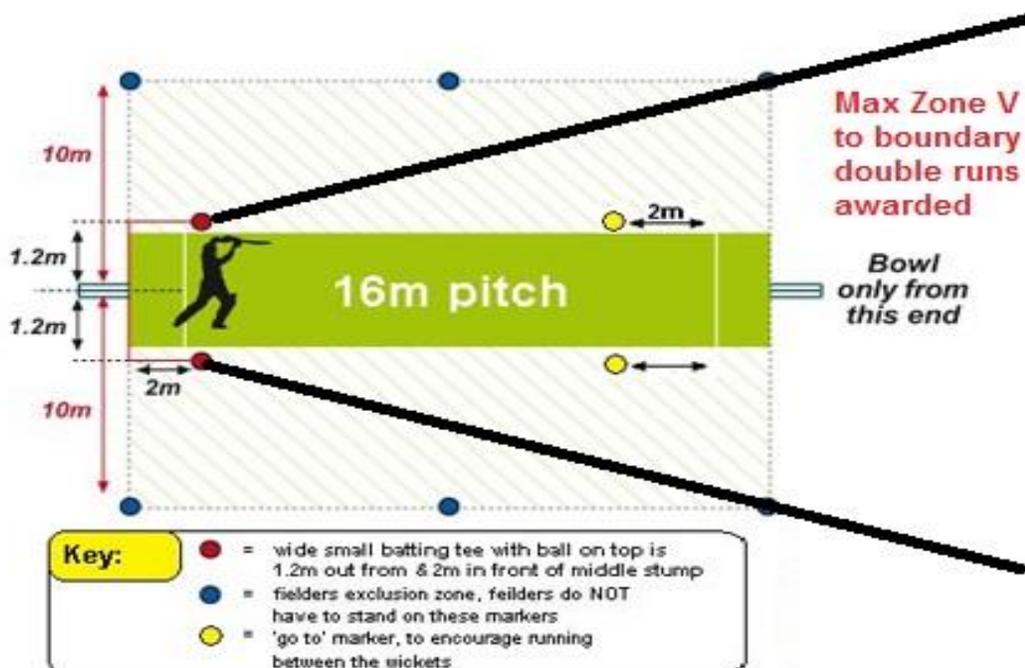
### Batting

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 receives 3 bonus runs.

The bowling team receives 3 bonus runs for taking a wicket. **Players can be bowled, caught, stumped, hit wicket and run out. There are no LBWs.** Batters can wear batting pads & gloves but this is not compulsory. **Max 10 mins break in between innings to speed up play. Coaches to drive this please.**

Any run scored off the bat into the '**Max Zone**' (see below) will be doubled. A ball hit along the ground to the boundary in this zone, is credited with 8 runs. If the ball is hit over the boundary on the full, then 12 runs are scored. Umpires will signal a MAX shot by rolling one arm in a circle motion. The Max zone has been changed to be when the ball passes the bowlers stumps, goes between the fielding exclusion zone cones at the bowlers end and extends all the way to the boundary. Only 2 fielders excluding the bowler may field in the Max Zone.



## **Bowling**

- Overs to be bowled from one end only & no bowler will bowl two overs in a row.
- Max. 8 meter run up.
- There will be a maximum of 6 balls in each over. 'Wides' and 'No balls' are not re-bowled.
- Coaches are to ensure that all team members bowl the same number of overs during the season - on an equivalent availability basis.
- Where a team has 8 players four bowlers bowl 3 overs each and four bowlers bowl 2 overs each.

If more than 8 players are used: each player bowls 2 overs while some bowl 3 overs. If less than 8 players, each player bowls 3 overs while an extra over per bowler is bowled by bowlers chosen by the batting team.

## **Wides & No Balls**

At the batters end there will be two 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.

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.
- No Balls not normally called for throwing but players should be encouraged to bowl with a straight arm.

**One (1) run is scored plus any runs scored off the free hit.**

## **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 batsmen must hit off the right batting tee and left hand batsmen off the left batting tee. A batsman only gets one swing at a free hit. The ball must be hit forward of the wicket on the off-side. The fielding side must remain out of the exclusion zone until the ball is hit off the tee. (This means the wicket keeper must stay behind the stumps and the bowler must stay at or retreat back to the bowlers stumps while the free hit is being taken)

If a batsman 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 'Out' by run out from a 'Free Hit'. If the batsman decides to leave or misses a 'wide' delivery, they score 1 run for the 'wide', plus whatever runs they score from the 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.

## **Scoring**

Each team's score starts at Zero. Runs scored as normal however 3 runs are added to the bowling side for each dismissal obtained plus batters will receive double the normal runs for shots placed in the Max Zone. One (1) is scored for wides or no balls plus the runs obtained from hitting off the cone. The Max zone scoring also applies for shots off the cone.

## **Safety**

Batters are encouraged to wear at least front leg batting pads and gloves. Wicket keepers should wear a minimum

of keeping gloves. Coaches are to ensure fielders are a safe distance from facing batsmen and outside the fielding exclusion zone.

### **Draws**

Draws will be available through the link on our website from Monday.

**Results & Points allocation** As this is a non competitive grade no points are awarded or table given **BUT** scores should still be submitted so they can be sent to The Press.

See the website 'Submit Results' page for further details **and for a link to see all the scores submitted to Metro Cricket**. These are also sent into The Press but we do not have any control on whether they are all published. For this grade you should just enter the net score for your team. This means adding the runs gained by taking wickets to the runs scored by your batters. Do not worry about entering the number of wickets taken or lost, just include the runs in your total. Any individual performances need to be entered in the box under the correct team name. The winning team should enter the result and both teams key performers.

Where qualifying performances have occurred player names should show first initial & surname only. Enter player performances that meet the qualifying runs or wickets only (see below)! This may sound harsh but other comments need to be removed manually by Mike Fisher at Metro 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** - 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 Grade Manager or the President of the CJCA

**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, 2 bails 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 even this is not possible and a team has to default, please advise Mike Fisher Phone 0272 860419 ; Email:

[mfisher@christchurchmetrocricket.com](mailto:mfisher@christchurchmetrocricket.com) as soon as possible.

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