



## Girls Years 5, 6 & 7 Grade Conditions

Full conditions as at the start of 2016/17 season

*It's a great idea to print a copy of this to have available on match day.*

The 2016/17 season is the start of a transitional period which will eventually see the following structure of Girls Cricket being in place in the second half of the 2017/18 season.

	2016/17 Season		2017/18 Season	
	2016 Pre Xmas	2017 Post Xmas	2017 Pre Xmas	2018 Post Xmas
Metro Comp		Year 9 & 10 Girls	Years 9 & 10 Girls	YOUTH Grade Years 9,10 & 11
CJCA Comp	Year 8 & 9 Girls	Years 6,7 & 8 Girls	Years 7 & 8 Girls	<b>TBC</b>
CJCA Comp	Years 5,6 & 7		Years 5 & 6 Girls	
CJCA Comp	Super 8's	Super 8's	Super 8's	

Teams entered in the competition at the start of the season will remain in the same grade in effect with the year 5,6 & 7 competition renamed to reflect the school year of the participants after Christmas (BLUE)

### Grade Manager –

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

Coaches of teams in this grade are required to email their contact information to the Grade Manager so that he can be in contact with you during the season if needed. A score sheet for this grade can be printed from the link on this web page. Alternatively a traditional scorebook can be used.

### 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 and bowl in every match.
- **'NOTHING CAN JUSTIFY A WIN-AT-ALL COSTS APPROACH'**

## Grade Objective –

This is a transitional grade providing a stepping stone from Year 4/5 to more traditional formats against teams of similar experience, size and ability. In 2016/17 this grade is primarily for girl's school Year 5, 6 and 7. It is the stepping stone into the more traditional format played in the Years 7/8 grade.

For most girls this grade will be their first experience of playing more traditional cricket with a harder ball, helmet and pads and most girls will thrive on the opportunity. The girls develop their technique, enjoyment and understanding of the game, participating equally in all facets of the game including batting, bowling, keeping and fielding. Dispensation for older girls is available at the Grade Manager's discretion (See footnote).

## Playing Conditions Summary

- Players primarily Years 5, 6 and 7
- Start at 9.00 AM
- Games take approx 3 hours
- 9-a-side
- 16m pitch prior to Xmas and 18m post Xmas
- 22 overs per innings – each team having two innings of 11 overs
- Max 3 overs per bowler. **All bowling from the same end.**
- Max scoring zone. **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 below.**
- Fielding exclusion zone
- Compulsory batting retirement after facing 20 legitimate deliveries
- Three balls on the playing field. One ball is bowled by the bowler while the other 2 balls are set up on small batting tees, in readiness for a free hit. (see graphic in Max Zone section below)
- Junior Size Easton '**Match**' Incrediball (NOT soft Incrediball)
- Boundaries are set at 35m
- No LBW's

## Player numbers

9 aside. 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 9 should field at a time BUT all should get to bowl.

## Batting

The batting order is rotated from game to game so that all batters have the same opportunity to bat during the season. While reticent players should not be required to open an innings they should be encouraged to bat 3 and 4 and they should not have reduced opportunities to bat and the same batters should not mostly open. Players may be retired at any time but always at the end of the over in which they have faced **20 deliveries** including wides and no balls which have been hit off the tee. Retired players may return after all others have been dismissed.

A team's batting score is always complete when the available overs have been bowled or when all **9** batters have lost their wicket. **Last girl standing** - A single remaining batter continues batting, changing ends as necessary to receive strike. Only the not out batters can face the bowling. The last batter out remains at the crease to play like a non-striker. Either batter may be run out to end the innings. Where retirements occur, they may only take place at the end of an over.

If a team is all out or reached its target and the overs are not completed, it is with **strong encouragement** by the CJCA, the remaining overs be bowled. In such cases, the batters to be used again will be in the order of those facing the least balls in their innings and where this is the same, the order of their original batting position applies. Further runs scored don't change the winning target or result (original score should be circled) but will enable players on both sides to develop further.

## **Bowling**

Where a team has 9 players all players will bowl 2 overs each, then 4 players may bowl another over each (if all 22 overs are used). Where a team has 8 players, then 6 players may bowl an additional over each and so on. But no bowler should bowl a 3rd over until all players have bowled at least 2 overs. Coaches to ensure all players bowl the same number of overs during the season – on an equivalent availability basis. "Test Match" Wides & No Balls are signalled but no extra balls are bowled.

**To speed up play, all overs are bowled from the same end with fielders rotating every over (except for keepers) and the maximum time between innings is 10 mins, preferably less as there are three changes of innings!.**

**Note keepers can only change at the start of each 11 over innings (unless an injury occurs).**

## **Wides & No Balls**

A wide will be called if outside the cone on the offside or over half way towards the legside cone. Therefore a tighter area is being applied for a legitimate delivery on the legside. Umpires should discuss and agree this before each match and apply it evenly over the whole match.

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

The batting side gets a "free hit" off the tee but they are not re-bowled.

### **A No Ball is to be called if:**

- the bowler oversteps the popping crease OR
- the ball bounces three or more times or rolls on the pitch before the popping crease OR
- if the delivery (fast or slow) would have passed over the waist on the full at normal batting stance OR
- if the delivery (fast or slow) would have passed over the shoulder at normal batting stance OR
- if the umpires consider the ball has been thrown, after a warning has been given to the bowler and the captain.

## 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.

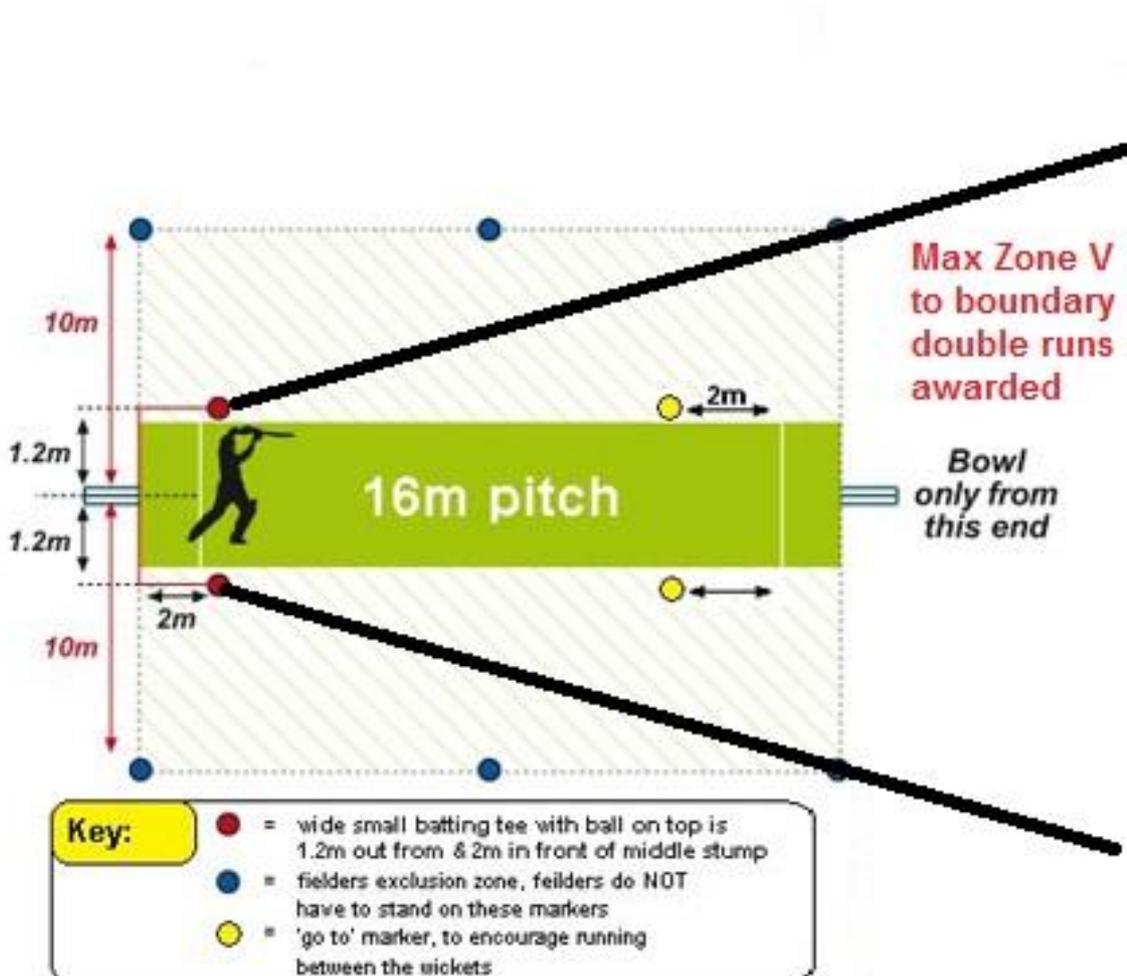
The fielding side must remain in their original positions and out of the exclusion zone until the ball is hit off the tee. If a batter hits a delivery that would have been a 'wide' they score runs made from that shot and forfeit their 'Free Hit'.

**The batter can only be run out from a 'Free Hit'.**

## Max Zone

A MAX scoring zone exists where any runs scored are doubled. This applies to any shot played past the stumps and into the V (see picture below). Only two fielders, plus the bowler, may field inside this zone. 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.

**Fielding Exclusion Zone (note pitch is 18m after Christmas)**



Fielding markers are placed 10m square of the stumps at both ends and on both sides with a further marker placed between as shown above. Excluding the bowler, fielders may only enter the exclusion zone **after** the batter has been played their shot. (Ice cream container lids or similar are fine for markers).

Coaches, please remind fielders they do not have to stand where these cones are placed (they are like magnets), it simply defines the area they must not go into until a shot is played.

It is a good idea to encourage them to stand beyond the cones and walk in as the bowler bowls.

**The fielding exclusion zone is extended so fielders cannot be within 10m of the bowlers stumps until the ball has been struck.**

## Safety

Batters must wear batting pads, gloves and a helmet with a grill. It is compulsory that wicket-keepers wear a helmet with face guard OR a Cricket Face Guard when standing up to the wicket. They should also wear gloves & pads on both legs. Coaches are to ensure fielders are a safe distance from facing batsmen and outside the fielding exclusion zone.

## Results & Points allocation

See the CJCA website '**Submit Results**' page for further details. These will still be sent in for publication in The Press by Metro cricket but they are not always fully printed.

Any individual performances need to be entered in the comments box under the correct team name. **Both teams should enter the result.**

## Special Player Performances

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 Metropolitan Cricket, before he can submit the result to the paper and this is a time consuming exercise.

- Batting - 25 runs or more in a match Enter as A Smith 30, or if not out A Smith 30\*
- Bowling – 3 or more wickets. Enter as A Smith 3 for 20
- Fielding – 3 or more wickets, for example through catches, run-outs, stumpings.

## Shield

The **Burt Shield** is also available in this grade. The holder carries over from the previous season and carries it with them until they lose it. The winner should transport it in the bag provided and make sure it is available at the next match. The holder should notify the grade manager at the end of each half season where it will be stored, so we know where it is for the next round of matches.

## Changes for this season

The MAX Zone is now a V from the batter through the fielding exclusion zone cones and extends to the boundary. The ball must pass the bowlers stumps to gain double runs.

To speed up play all overs are to be bowled from one end and the maximum time between innings is 10 mins, preferably less as there are three changes of innings! No change of keeper during an innings unless an injury occurs.

## General

**School years:** As per transitional information supplied at the start of these grade conditions players and teams in this grade will transition to a Year 6/7 &8 competition after Christmas still to be administered by the Christchurch Junior Cricket Association. So teams can remain together before and after Christmas.

**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. 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, 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 your Grade Manager and Mike Fisher - Phone 366 3003; Email: [mfisher@canterburycricket.org.nz](mailto:mfisher@canterburycricket.org.nz) as soon as possible.

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

**Disputes:** Any disputes between coaches are not to be argued in front of the girls during a game. Please raise the issue with your Grade Manager as soon as practicable after the game and they will assist in resolving any issues, their decision will be final.