Premier Grade Conditions

Full conditions as at start of 2016/17 season

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

Grade Manager –

John Quirk on jandlaq@gmail.com or 355 9169 or 0275 743723

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 using the link on the web page.

View and print a score sheet for this grade from the link in the Competitions – Overview and Grades website page (www.cjca.org.nz) for this grade.

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 should either bat or bowl in this grade.

- **Positive attitudes and behaviours on and off the pitch.**

- **NOTHING CAN JUSTIFY A WIN-AT-ALL COSTS APPROACH'**

Grade Objective

This grade is for the most talented Year 7 & 8 players who are also interested in extended playing times and looking to continue at a serious level of cricket into high school. Developing the players in the team is still more important than the result even though some degree of specialization is expected.

Coaches are to ensure that by the end of each half season, players have had an equal opportunity to display the skills that warranted their selection into the team. Rotation of the batting order is required, as stipulated in the batting section, and key bowlers should share the opening overs. We do not want players just being given the chance to display one skill throughout the season, all should bat in the top 5 more than once and all should bowl a reasonable number of overs throughout each half season. Whilst a side may have a 'specialist' wicket keeper, we would also want others in the team to be given a chance to keep and the 'keeper' to bowl and have a chance to field elsewhere.

As coaches, we simply ask that common sense be applied with a view to develop every player in your team throughout the season. Given the chance, players can and do surprise us on a regular basis. Please give them a chance to do just that.

Playing Conditions Summary

- Year 8's & some elite year 7's on a 18m pitch, **FULL LENGTH in TERM 4**
- 12.30pm start (note the pitch may be in use with another junior game until then)
- Teams should be available for toss by 12.15 or forfeit the choice to bat or bowl
- 10-a-side – try and avoid carrying extra players
- 40 overs per innings - one innings per side
- 30 minute break can be taken between innings
- Max 8 overs for 2 bowlers with a max of 6 overs for all others
- Max 4 overs per spell (spinner may bowl 6 in a row)
- Compulsory retirement at the end of the over in which 72 legitimate deliveries are faced
- Wides and no-balls score 1 run with a max of 2 re-bowled, all to be re-bowled in the final over of each innings
- 142g leather ball from approved manufacturers
- 45m boundary, where possible
- **FULL LBW applies**

Rules re players who can take part

This grade is for club and school players in Year 8 at the start of the season in October (these players are then expected to move into the Metro Cricket Yr 9 grade's after Christmas within a club or school team). Exceptional Year 7 players can also take part. It should not be necessary that players younger than Year 7 play in this grade. If a club needs to use Year 6 or younger players to make up the team, **then they must discuss the reasons why that player should be included with the grade manager and obtain dispensation.**

A player starting Year 9 after Christmas who is having difficulty finding a school or club Yr 9 team should contact Keryn Ambler at Metro Cricket 366 3003, who is more than happy to find them a suitable team.

Dispensations to these rules are available but always subject to written CJCA agreement viewable to the opposition coach prior to play.

Player numbers

More players can be used in a match but only 10 may bat or field at one time. Our hope is that the majority of teams only have 10 players, so all are actively playing the game more.

If a team has less than 10 players, one or more player(s) who have already been dismissed may bat a second time to make the number of batters 10. The additional batter(s) are selected by the opposition after the last batter is dismissed. Any batter who is retired returns to bat before the additional batters.

Ball and boundary length

A 142g leather ball from the Kookaburra, Platypus, Dukes or Cambridge ranges must be used. A second ball of a similar age as the one it is replacing may be used in an innings affected by wet conditions. Boundaries are to be set at 45m.

Batting and Bowling orders

We accept that more skill specialization will occur in this grade, so some players will be selected as batters rather than bowlers and vice versa. This does not mean that batters should always bat in the top five or the same bowler opens the bowling for every match. We would expect them to do so for a majority of all matches. All players that wish to do so, should be given the chance to open the batting or bowling although some will do it more often than others. Those not wishing to open should bat 3, 4 or 5 or be first change bowlers at some stage in each half season.

We appreciate that this aspect of coaching is possibly one of the most demanding aspects but we do want <u>all players</u> to have a fair chance to deliver the skills for which they were selected and also show what they can provide in other areas.

A team's batting score is always complete when the available overs have been bowled or when all (but one) batter has lost their wicket. Retired batters can resume their innings once all but one of their teammates has been dismissed or been retired. If more than one is retired then they should go back in based on who retired first. See the player numbers section regarding the situation where less than 10 players are available.

Full ICC LBW rule to be applied in this grade (Ref MCC Rule 36)

LBWs may be given when the bowling team appeals and if the ball is not a No Ball and;

- pitches in line with the stumps or on the off side (see note for full tosses) AND
- hits the batter in line with the wickets and before hitting the bat (if no shot is attempted, contact does not need to be in line with the wickets) AND
- the ball was definitely going onto hit the stumps (see note for full tosses)

NOTE If the ball hits the batter **on the full** then it is to be assumed that the path of the ball will continue without allowance for any deviation having hit the ground.

If in ANY doubt, give Not Out

Wides & No Balls

'One day' wides apply in this grade and umpires are encouraged to discuss the limits to be applied, prior to the match, so a uniform approach is taken at each end. A stricter line is to be applied on the legside (50% of the offside distance) but the main objective is a consistent approach throughout the match.

A No Ball is to be called if;

- the bowler oversteps the popping crease OR
- the ball bounces more than twice 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 **obviously** thrown, after a warning has been given to the bowler and the captain.

Safety

The minimum protective equipment when batting or wicket-keeping (if standing up to the wickets) are a protective box, gloves, pad's on both legs & a helmet with face guard. For wicket keepers standing up to the wicket, an alternative to the helmet is an Aero Face Guard. When standing back from the wicket, keepers can dispense of the helmet but must continue to wear all other protective equipment.

No fielder should be within 10m of the bat, in front of the wicket.

Umpiring and Scoring

We would like to see all players stand as assistant umpires with the normal adult umpire in this grade. As all Yr 9 cricket is umpired by players, the Year 8 players especially need the practice. They MUST NOT umpire by themselves and any decision awarding runs (boundaries or extras) or dismissing a batsman MUST be agreed with the adult standing with them. The player would stand immediately in front of the normal umpiring position, making sure that they do not get in the way of play.

This is a teaching exercise so please let them do the signals and talk through decisions without it interfering with the pace of play. It is also important to encourage the correct movement into position to give decisions. It is suggested that all players stand for up to 10 over stretches with one at each end. The changeover of umpires should be carried out quickly in between overs.

Scoring should also be learnt from the normal scorer of the bowling team, as again it will be their job as Year 9 cricketers unless they are very lucky and have a willing volunteer.

Draws

Draws will be available through the link on our website from Monday each week and may be amended during the week but teams will be advised by email of any changes.

Results & Points allocation

Points for games will be: Five points for a win, three points each for a tie or weather abandoned game. Points will accumulate from October to December to establish the pre Christmas winning team/s. Points will accumulate from February to March to establish the New Year winning team/s.

There is also a shield 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.

See the CJCA website 'Submit Results' page for further details. Any individual performances that need to be entered for either team should be done by the winning team when entering 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 (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 - 40 or more runs (if not out, place an asterix after the runs scored - A Smith 50*)

General

School years: Year 8 players must move onto Youth cricket once they become Yr 9's after Christmas so new teams will join the Premier grade unless they were made up of Yr 7 players before Christmas. These teams are available from schools and clubs. If you are having difficulty finding a suitable team please contact Keryrn Ambler at Metro Cricket.

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. 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 Mike Fisher - 027 286 0419; Email: mfisher@christchurchmetro.com as soon as possible but with at least ONE WEEKS notice.

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