



Year 6 Grade Conditions

Full conditions as at the start of the 2016/17 season

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

Grade Manager –

Steve Shaw - steven.victoria@xtra.co.nz 027 699 6256

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 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 will bat and bowl in every match.
- **Positive attitude and behaviour on and off the pitch.**
- **'NOTHING CAN JUSTIFY A WIN-AT-ALL COSTS APPROACH'**

Grade Objective

This grade is for players primarily in Year 6 but talented Year 5 players can also be included.

It is split into various sections, the number of which will be determined by the number of teams entering this grade. It provides an introduction to more specific cricket skills associated with batting, bowling, fielding and wicket keeping techniques.

Coaches are to ensure that by the end of each half season all players have had an equal opportunity to display their skills. Rotation of the batting order is required, as stipulated in the batting section and bowlers should share the overs.

Playing Conditions Summary

- 9.00am start, approx 12.00pm finish, on Saturday morning. **Toss to be done by 8.45**
- Coaches to ensure an equivalent of 20 overs per hour are maintained and that the change of innings are completed as quickly as possible. Duration should therefore be 3 hrs.
- Pitch length: 18m. 9-a-side – try and avoid carrying extra players
- 30 overs per innings - two alternate innings of 15 overs per side. Two different keepers, one per innings and all players must have equal chance to keep during the season
- 5 overs bowled at the same end. No bowler bowls successive overs
- Max 4 overs per bowler. **No bowler may bowl a 4th over until ALL others have bowled 3**
- MAX scoring zone where double runs are awarded. **Changed for 2015/16 season to be in the V from the batter and past the bowler's stumps.** See graphic below. **From Feb 2016 – max two fielders plus bowler in MAX zone**
- Compulsory retirement at the end of the over having faced 20 deliveries, including wides and no balls. Once all players have batted, those batters who have been retired can return in the order they retired and face a further 15 deliveries. Coaches are NOT allowed to retire batters earlier than these delivery limits unless they are playing with more than 9 players and spreading the innings equally.
- Wides and no-balls score 1 'extras' run plus any additional runs scored but are not re-bowled, except in the 30th over of each innings, when 6 legitimate balls must be bowled.
- The ball after a wide or no ball becomes a 'free hit' so the only dismissal mode is run out. If the last ball of an over is a wide or no ball then 2 'extra' runs are awarded as no free hit can occur.
- **135 - 142g leather ball from Kookaburra, Platypus, Duke or Cambridge**
- 40m boundary, where possible
- **Back foot LBW applies**

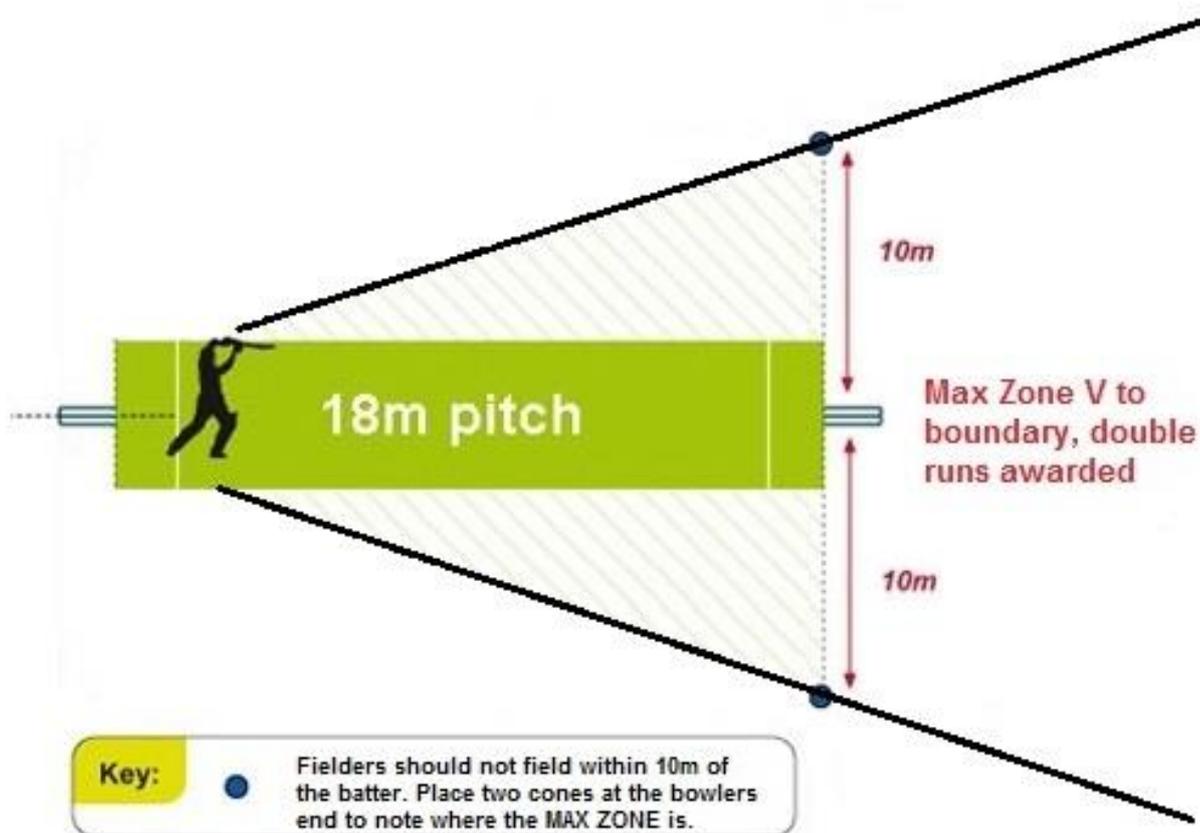
Player numbers

- If a team has less than 9 players, one or more player(s) who have already been dismissed may bat a second time to make up the 9 batters. The additional batter(s) are selected by the least number of balls faced. Any batter who is retired returns to bat before the additional batters. The runs scored by the additional batters count towards the final team score.
- By mutual agreement, a side with less than 9 players may utilise players from the opposition team to help field. Teams are encouraged to make this offer.
- If a team has more than 9 players, only 9 may field at any one time. All players can participate by bowling and batting but the team score concludes when the 9th wicket is taken, if playing a team with 9 (see next bullet).
- If both teams have additional players, e.g. each has 10 players, by mutual agreement all players can bat **but only 9 players may field at a given time**. All players can participate by bowling. The innings then stops when the 10th (or more) wicket is taken, provided both teams are playing with the same number.
- Where teams have more than 9 players the restriction on fielding number is to ensure the batters have a reasonable opportunity to score runs.

Batting

- The batting team innings concludes once all legitimate (normally 9) batters have been dismissed (as last man standing applies see next bullet) or after the conclusion of 30 overs.
- A single remaining batter should continue batting, changing ends as necessary to receive strike. Only the not out batter 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.
- Players bat until they are 'Out' or until the end of the over in which they have faced 20 balls (including wides and no balls) when they must retire.
- Retired batsman can return to bat a further 15 balls once all other batsman have been 'Out' or retired.
- Players who bat a second time retire at the end of the over in which they have faced a total of 35 deliveries in the game.
- Once all batters have been dismissed a player who has been retired after 35 deliveries can return to bat.
- **Coaches are NOT allowed to retire batters earlier than these delivery limits unless they are evenly spreading the team overs by a greater number of batters.**
- If a team is all out or reached its target and the overs are not completed, at the discretion of the opposition, and with the strong encouragement of the CJCA, the remaining overs can be bowled. In such cases, the batters to be used again will be in the order of those facing the least balls in their first innings and where this is the same, the order of their original batting position applies. Further runs scored don't change the winning target but will enable players on both sides to develop further.
- Batters should also note the Wide/No Ball provisions below to increase their **team scores. 'Extra' runs go to the team score whilst any runs off the bat from a No Ball are credited to the batter.**
- The batting order shall be rotated from game to game in a manner that provides all batters with the same opportunity to bat during the season.
- While reticent players should not be forced to open, this does not mean reduced opportunities for them to bat and the same batters should not regularly open.
- Players can be 'Out': bowled, caught, run out, stumped, hit wicket, LBW

Max Zone (see graphic below)



- Any run scored off the bat into the '**Max Zone**' (as used in earlier grades) will be doubled. The Max zone applies to any shot played into the V.
- This zone starts if the ball passes the bowlers stumps, goes between the cones at the bowlers end and extends all the way to the boundary.
- 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.
- **A maximum of two fielders plus the bowler may field within this zone.**

Fielding Restrictions

There are to be no players fielding within ten (10) metres of the batter in an area from point, forward of the wicket in a circle to down leg side of the batter. So slips, gully and wicket keeper may be within 10m but no leg slips, silly point / mid off or on, in front or behind the batter. Also note the max of 2 fielders allowed in the MAX Zone.

LBW to be applied in this grade

LBWs may only be given **when the bowling team appeals** and if the ball;

1. is pitched in line with the stumps AND
2. hits the batter on the pads in front of the stumps, before hitting the bat AND
3. the ball was definitely going to hit the stumps AND
4. **the player has gone onto the back foot and stayed on the back foot.**

This means the player cannot be given out if the ball is pitched outside the line of the stumps (leg or off side) OR has played forward - **even if the player is hit on the back pad or foot**. Whilst an LBW can be given under these rules, **the intention for it only to be awarded when there was no doubt whatsoever in the umpire's mind** that the above conditions applied. **ANY doubt – not out.**

Bowling

- Max 4 overs per bowler. Coaches are to ensure that all team members bowl the same number of overs during the season - on an equivalent availability basis.
- 5 overs bowled at the same end to speed up the innings. No bowler can bowl successive overs.
- Where a team has 7 players', two bowlers, chosen by the opposition, bowl 5 overs.
- Any ball that passes a batsman so wide that he is prevented from a reasonable opportunity to make contact with the ball is to be called a wide.
- **Normal test match wides on the offside and halfway to that on the legside should be the guide.**
- If the ball is struck by or hits the batter then it is not a wide. The batting side is awarded 1 run for each wide or no ball, plus any additional runs scored. **However, in the 30th over of each innings, 6 legitimate deliveries must be bowled. Upon the call of "wide" the ball shall remain live (i.e. batsmen can run). No extra balls are bowled for wides or no balls, except in the last over.**

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.
- 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 or there are more than plus the bowler inside the MAX Zone (a warning should be given if an umpire sees this may occur)

No Balls are not normally called for throwing but players must be encouraged to bowl with a straight arm. We do not want a bowler to achieve 'an unfair advantage' by using an **obviously** incorrect action, so if a wicket is gained or it is felt that a batter is being intimidated then the umpire should take action.

Ideally a word with the opposition coach/umpire will be sufficient for them to have a word with the bowler as soon as the action is noticed. We do not want to discourage bowlers from practicing in a match but also need to protect batters. In the extreme, a no ball can be called, if an obvious thrown delivery results in a wicket being taken.

Free Hits

If a wide or no ball is bowled in the first to fifth ball of an over, the next ball is a 'Free Hit'.

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. **Minor changes to the field placements may be made when Left/Right handed batters have changed ends.**

The only way a batter can be out from a 'Free Hit' is Run Out. To be run out you must be attempting a run, or started to and changed your mind, simply being out of your crease and being 'stumped' does not apply as a dismissal on a free hit.

If a batter hits a delivery that is a no ball, they score 1 run plus whatever runs are scored from the shot. **The next ball remains a FREE HIT BALL.** If the batter decides to leave or misses a delivery that is deemed a no ball, they score 1 run for the no ball and the next ball is a 'Free Hit'.

If a batter hits a delivery that would have been a wide then it becomes a 'normal' delivery and they only score runs made from that shot and may be out in all the normal ways. If the batter decides to leave or misses a wide delivery, they score 1 run for the wide plus any they may run and they could score more from the next ball **which is then a free hit.**

Where a wide or a no ball is bowled on the last ball of an over, 2 runs will be scored as no 'Free Hit' can be given as the maximum deliveries in an over are 6.

Scoring

Score sheets are available from the CJCA website, see links in Competitions – Overview and Grades section.

Runs scored as per a typical cricket game. **However, on the last ball of the over, 2 runs are awarded for wides & no balls (plus any actual runs scored).**

Safety

- Batters must wear a box, 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 a protective box, gloves, & pads on both legs.

Draws

Draws will be available through the link on our website from Monday each week. Please note that the website draw may updated with changes during the week but teams would be advised by email also.

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 need to be entered in the box under the correct team name. **Both teams 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 (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 - 35 runs or more (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, 2 bails and a ball. This includes stumps suitable for artificial pitches if required. **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 - Mobile 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 our website applies to all players, coaches, parents and others at all games.