



Year 7 Premier 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 –

Craig Gibb gibbfamily1@xtra.co.nz 0274430153

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 will bat and bowl in every match.
- **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 best Year 7 players and some elite Year 6 players. This grade is a progression on from Yr 6 and it is expected that the majority of these players will progress into the Yr 8 Premier grade after Christmas.

As with all our grades the development of the player and enjoyment of the game are seen as more important than the result and so all are expected to participate in either batting or bowling, preferably both, in each match.

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

- Top Year 7 players and exceptional Year 6 players
- 12.30pm start on an 18m pitch. **Toss to be completed by 12.15 at the latest**
- 10-a-side – try and avoid carrying extra players please
- 35 overs per innings - one innings per side. Over's bowled in 5 over blocks from alternate ends. Bowlers cannot bowl two overs in a row.
- Max 5 overs for TWO bowlers and 4 for all other bowlers. **No bowler may bowl a 4th over until ALL others have bowled 3 (ex keepers)**
- Compulsory retirement at the end of the over having faced 50 legitimate deliveries (change Sept 2016) Retired batters may return when all others are out. **Last man standing introduced from 2014**
- Wides and no-balls score 1 run plus any extra runs scored and are not re-bowled, except in the final over of each innings, when 6 legitimate balls must be bowled. **A Tighter 'legside' wide is applied (50% of normal width on offside)**
- The ball after a wide or no ball becomes a 'free hit'. A batter can only be given out, run out.
- 142g leather ball from Kookaburra, Platypus, Dukes or Cambridge ranges
- 45m boundary, where possible
- **Back foot LBW applies**

Player numbers

More players can be used in a match but only 10 may field at one time. Our hope is that the majority of teams only have the correct number of players, so all are playing the maximum amount of cricket.

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 up 10 batters. The additional batter(s) are selected by the least number of balls faced in their first innings. Any batter who is retired, returns to bat before the additional batters. All of the runs scored by the additional batters count towards the final team score.

By mutual agreement, a side with less than 10 players may utilise players from the opposition team to help field. Opposition teams are encouraged to make this offer.

If a team has more than 10 players, only 10 may field at the one time. All players can participate by batting and bowling but their team score is taken when the 10th wicket is taken, if playing a team with 10 players. If both teams have additional players, e.g. each has 10 players, by mutual agreement all players can bat. All players can participate by bowling. The innings will then stop when the 10th wicket is taken.

Where teams have more than 10 players the restriction on fielding number is to ensure the batters have a reasonable opportunity to score runs.

Batting

The batting order is rotated from game to game so that all batters have the same opportunity to bat during the season. Therefore, if batters 5 and 6 finish a match, the next match innings starts with batters 7 and 8 from the previous match and so on. 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 batter should not open for the majority of the matches.

A team's batting score is always complete when the available overs have been bowled or when all batters have lost their wicket. Where retirements occur, they may only take place at the end of an over, but those batters may return once all others are out or retired. At the discretion of the opposition, any remaining overs should be bowled to allow players from both sides to gain further opportunities.

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.

As overs are bowled from the same end in 5 over blocks the batters need to change ends at the end of each over, but not at the end of each block of 5. Just remember, if the bowlers are changing ends, then the batter does not need to.

See the 'Player Numbers' section regarding the batting position when a team is missing players.

Fielding Restrictions

There are to be no players fielding within ten (10) metres from point, forward of the wicket in a circle to down leg side of the batsman. 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.

Bowling

The bowling side bowls their over's in blocks of 5 from the same end, alternating ends each 5 overs. This reduces the time taken in between overs and the required over rate is therefore 20/hr. As usual, bowlers cannot bowl consecutive overs and can be changed, as required, during these blocks. The batters must change ends at the end of each over within these blocks but not at the end of each 5 over block.

Max 5 overs per bowler for TWO bowlers, the rest have a max of 4. No bowler may bowl a 4th over until ALL others have bowled 3 (excluding the keeper).

LBW to be applied in this grade

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

- is pitched in line with the stumps AND
- hits the batsman on the pads in front of the stumps, before hitting the bat AND
- the ball was definitely going to hit the stumps AND
- 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.**

Coaches should carefully follow batters technique so that they do not use these rules to go forward and continually play across the line to a good ball. The normal ICC LBW rules will apply when players move into the r 8 Premier grade and U14 grade cricket, so they should not get into bad habits!

Wides & No Balls

A Wide is to be called if;

- **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 will apply on the offside and halfway towards this on the legside.**
- Umpires are encouraged to discuss the limits to be applied prior to the match, so a uniform approach is taken at each end.

If the ball is struck by or hits the batter then it cannot be called a wide. Upon the call of "wide" the ball shall remain live (i.e. batsmen can run).

Please ensure all team members bowl the same number of overs during the season - on an equivalent availability basis. Where a team has 7 players' two bowlers, chosen by the opposition, bowl 5 overs.

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 (any speed) 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 a ball is **obviously** thrown, after a warning is given to the bowler and the captain.

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 it becomes a 'normal' delivery and they only score runs made from that shot and batters can 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

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

- 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 with 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 U14 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 taught by 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 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

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 Metropolitan 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: for each grade (except Year 8) a player remains eligible for the WHOLE season in that grade if eligible for that grade in October. However new Year 9 players after the Christmas break are required to join a team playing in the U14 grade of cricket. 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 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 as players just want to play even if it is 7 vs 7 rather than the normal team numbers. If this is not possible and a team has to default, please advise Mike Fisher - Phone 366-3003 Ext 711 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 this website applies to all players, coaches, parents and others at all games