

Yr 5 (Hardball) Grade Conditions

Full conditions as at the start of the 2015/16 season

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

Grade Manager – Francis Van Woerkom - Phone: 341 3333 email: francis@vw.net.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 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.
- The competition and rules are designed to allow players to have fun and learn the skills required to play cricket, rather than just winning. The spirit and skills of the game, and playing in a team should be the highest priority for parents and coaches

Grade Objective

This grade is for players in Year 5 at school but talented Year 4's can also be included. It is the stepping stone into the Yr 6 Hardball grade. It is split into various sections, the number of which will be determined by the number of teams entering the grade. As with all our grades the development of the player and enjoyment of the game are more important than the result. A softer ball version exists called Super 8 Year 5 which uses the same rules but amends the safety equipment needed slightly.

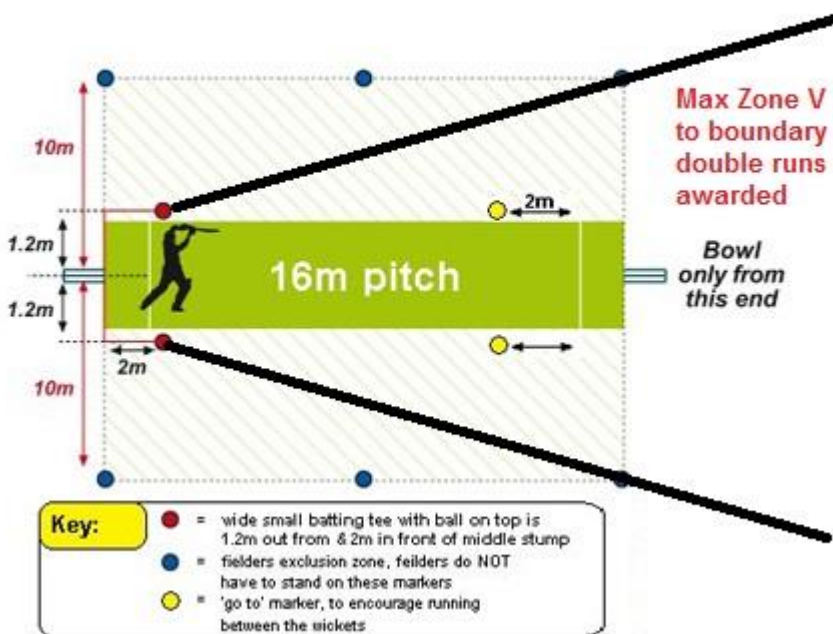
It provides an introduction to more specific cricket skills associated with batting, bowling, fielding and wicket keeping techniques.

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

- Players in Year 5, or talented Year 4's, at the start of the season
- Start at 9.00 AM
- 8-a-side – try and avoid carrying extra players but 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 and bowl. BUT only 8 should field at a time.
- 16m pitch and 135 - 142g leather ball from Kookaburra, Platypus, Dukes or Cambridge
- Each team has two batting innings of 10 overs each
- 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 below)
- All bowling from the same end. No one can bowl a third over until all have bowled two overs. 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.
- The target number of balls that can be faced by the same batter in a match is 18 balls (unless less than 8 players are in the team). Batters are replaced when they are out but can return in sequence until all the team's overs are used up. If a batter retires having faced their 18 balls then they may return once all other batters have had two attempts to face their 18 balls. A retired batter may face up to 10 extra balls before they retire again and then cannot return a third time.
- **NEW 2015 – the fielding side is awarded 3 runs for every wicket they take. These should be added to the extras before the total is calculated.** (This has replaced the 10 bonus runs previously awarded if a batter retired not out)

- Wides and no balls are not re-bowled. No penalty run is awarded, just the runs scored off the free hit. Free hits - can be hit only on the offside, forward of the wicket, **and as soon as** the no ball or wide is signaled or called by the umpire. A player can only be run out of a free hit.
- 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 cones at the bowlers end and extends all the way to the boundary, see picture below.** There is no restriction on the number of fielders that can be placed in the MAX zone
- A fielding exclusion zone 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, or strikes the body or equipment of the batter, or passes through to the wicketkeeper. In addition, no fielder can be within 10m of the bowlers stumps until the ball is struck (except for the bowler). If players encroach too early then the umpire will signal and call a 'no ball'.
- Fielders rotate at the end of each over so all get a chance to field in all the positions. We ask that the wicket keeper is changed at the end of each 10 over innings and changed from match to match.
- Only 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.
- Please make sure the small batting tee is used in this grade
- It is suggested that a 'go to' marker is placed 2m from the non-strikers batting crease, as a target for them to back up to (see diagram below). If no run is taken, they must go back to their normal batting crease. 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.



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.

In addition, no fielder can be within 10m of the bowlers stumps until the ball is struck (except for the bowler). If players encroach too early then the umpire will signal and call a 'no ball'.

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. The exclusion zone exists to encourage quick singles and active fielding. Please get the fielders to rotate at the end of each over so all get a chance to try all the positions out. Wicket keepers should change at the end of each 10 over innings and from match to match so all get a chance to keep.

Field Placements

Few young cricketers have the necessary judgment, concentration or reflexes necessary to safely field close to the batter. With the exception of the wicketkeeper fielders should not be positioned within 10m of either stumps. This rule is necessary for the safety of the players and must be strictly enforced. After each completed over, all fielders (excluding the wicket keeper) rotate one position.

Batting

Two innings of 10 overs each team. The target number of balls that can be faced by the same batter in a match is 18 balls (unless less than 8 players are in the team). Batters are replaced when they are out but can return in sequence until all the team's overs are used up. If a batter retires having faced their 18 balls then they may return once all other batters have had two attempts to face their 18 balls. A retired batter may face up to 10 extra balls before they retire again and then cannot return a third time.

Coaches cannot retire a batter early unless through injury.

NB If coaches agree before the match then this '18 ball target' can be adjusted, if more or less than 8 players are involved.

The target of 18 balls per batter is amended if you are playing with 7 players or less. In this case, take the max number of balls available being 120 and divide it by the number of players you have. Add 3 balls. This is the new target number of balls a player can face before retirement. eg 6 players divided into 120 balls = 20 balls each. Add 3 balls, the max number becomes 23.

Conversely, if a team is carrying an extra 1 or 2 players then the 120 balls are divided by the actual number of batters, so all get to bat.

When a player is dismissed he is replaced by the next batter. Batters change ends at the end of each over. 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
- Batting order keeps rotating regardless of how many wickets fall during the match.
- Batters must wear a helmet, batting pads, gloves and a box.

Any run scored off the bat into the '**Max Zone**' (see above graphic) will be doubled. A ball hit along the ground to a boundary in this zone, is credited with 8 runs. If the ball is hit over a 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 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.

Coaching tip

A '**go to**' marker can be placed 2m from the non-strikers batting crease. **Its sole purpose** is to encourage players to back up by giving them a target to aim for **once the ball has been bowled. It does not re draw the batting crease line. It is only a marker to help with coaching by getting the batsman to get out of their crease and look to take a quick single.**

If no run is taken, **the non-striking batsmen must** go back into their batting crease or risk being Run Out. The non-striker may stand at the 'go to' marker **only when a** free hit off the tee is being taken. If no run is scored off the free hit they must return to the **batting** crease **or risk being Run Out.** The Batter must run to the **batting crease** at the non batters end to complete a run.

If a batsman is backing up too early, and has left the batting crease before the bowler has entered his delivery stride, the bowler is legally entitled to run him out without warning (Law 42.15) but we would prefer a warning is given!

Bowling

Bowl from one end only. A bowler may not bowl two overs in succession. There will be a maximum of 6 deliveries in each over so 'Wides' and 'No Balls' are not re-bowled. Maximum of 8m run up. Coaches are to ensure that all team members bowl the same number of overs during the season (on an equivalent availability basis). After each completed over, all fielders (including bowlers and wicket keeper) rotate one position.

Where a team has 8 players, four bowlers bowl 3 overs each and the other four bowlers, bowl 2 overs each. If more than 8 players are used (10 bowlers max), each bowler bowls at least 2 overs. If less than 8 players, each player bowls a maximum of 3 overs each while an extra one over is bowled by those chosen by the batting team.

Wides & No Balls

At the batters end there will be two small plastic cones placed 2m away from and parallel to the stumps, 120 cms from the middle stump. (See Diagram) A wide will be called if the ball passes outside the cone on the offside or over half way towards the legside cone. Therefore a tighter line 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. Wide cones exist to create more balls in play for batters and fielders. A 'Free Hit' is awarded (see next section) if a wide or No Ball is called.

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 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 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'.**

If the batsman decides to leave or misses a 'wide' delivery, they may take their free hit immediately and score whatever runs they make from the Free Hit (there is NO penalty run). No runs are taken into account from the initial ball, whether called a wide or a no ball. 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

Score sheets are available from the CJCA website, see links in Competitions – Overview and Grades section. Each team's score starts at Zero. Runs scored as normal however no extra runs for wides or no balls, 3 runs are added to the bowling side for each dismissal obtained and batters will receive double

the normal runs for shots placed in the Max Zone. The Max zone scoring also applies for shots off the cone.

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. 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 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. See the CJCA website 'Submit Results' page for further details.

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.**

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 CCA before he submits the result to the paper, which is a time consuming exercise.

Qualifying wickets - 3 or more - enter as A Smith 3 for 20

Qualifying run - 20 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) 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 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 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.