



# **GIRLS Super 8's Yr 5/6 Grade Conditions**

**Full conditions as at the start of the 2017/18 season**

**(as at 22 August 2017 following Convenors Meeting)**

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

## **Grade Manager –**

Mike Dunlop - Phone: 021 969299 email: [girls@cjca.org.nz](mailto:girls@cjca.org.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](http://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 GIRLS in Year 5 & 6 at school but talented Year 4's can also be included. It is the stepping stone into the Yr 7 & 8 Hardball OR Softball grades.

Should entries be of a volume the grade 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.

Emphasis on fun and cricket skills development - batting, bowling, wicket keeping and fielding so no competition points are allocated nor finals played.

## Playing Conditions Summary

- **Batters MUST now wear a helmet when batting**
- Players in Year 5 or 6, or talented Year 4's, at the start of the season
- Start at 9.00 AM
- **8-a-side (new in 2017/18)** – 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. BUT only 7 should field at a time BUT all should get to bowl.
- 16m pitch
- **Junior size Aero Safety 'Match' Incrediball (135g weight)** to be used.
- Each team has an innings of 20 overs.
- **Three Incrediball's 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.
- **The fielding side is awarded 3 runs for every wicket they take. These should be added to the extras before the total is calculated**
- **Wide's and no balls are not re-bowled.**
- **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 off a free hit.
- A MAX scoring zone exists where any runs scored are doubled. **NEW from 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. **From Feb 2016 – max two fielders plus bowler in MAX zone**
- A fielding exclusion zone exists, see below for further details.
- Fielders and the wicket keeper rotate at the end of each over so all get a chance to field in all the positions, including wicket keeper. **There is NO designated wicketkeeper**
- **40 metre or Natural boundaries** – **Marked (cones etc)** or a stream, path, another match, anything that is dangerous or stops the forward momentum of the ball that may be closer than 35m. 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.

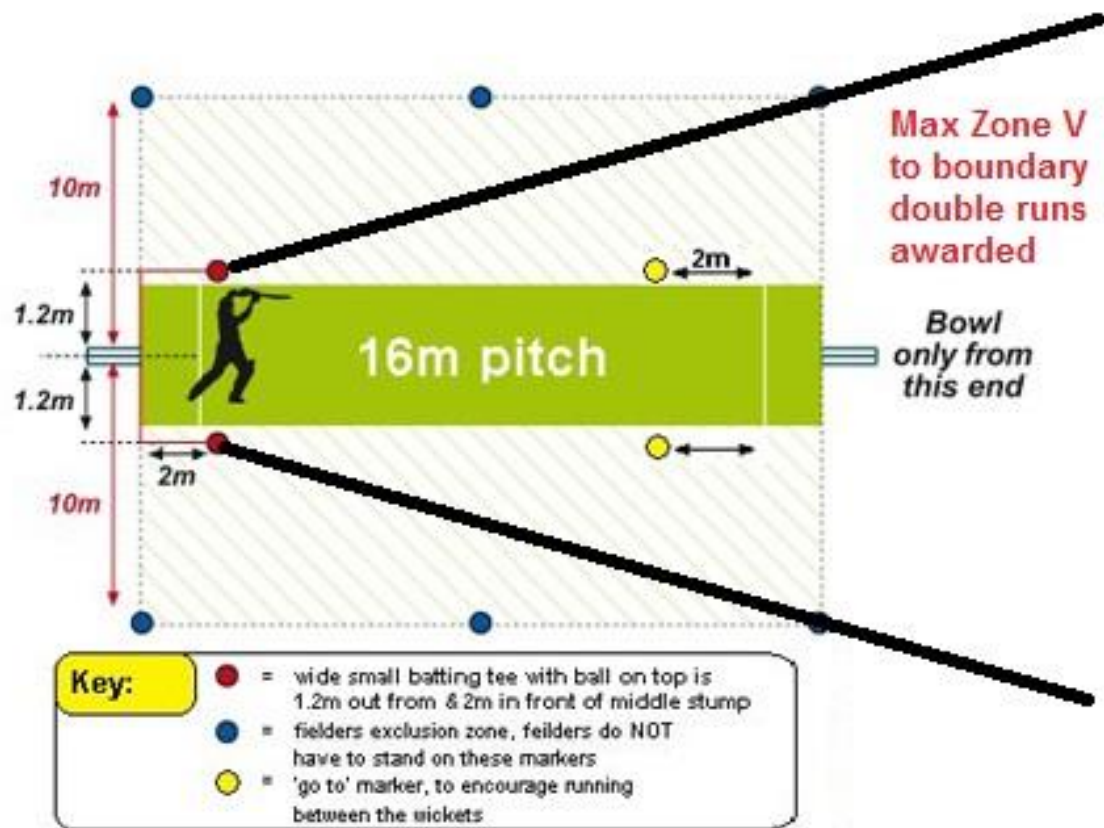
## Fielding Exclusion Zone

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 keep wicket and try all the positions out. There is NO designated wicketkeeper.

**From Feb 2016 - A maximum of two fielders plus the bowler may field within the batting MAX zone (see below).**



## 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 (including bowlers and wicket keeper) rotate one position.

## Batting

### FEB 2015 onwards - Batters MUST now wear a helmet when batting

- One innings of 20 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.

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.

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.**

- 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 batting pads & gloves. Front leg pad only is okay to assist running. The wearing of a box is strongly recommended.

Any run scored off the bat into the '**Max Zone**' (see above) 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. A maximum of two fielders plus the bowler may field within this zone.

### **Coaching tip**

A '**go to**' marker is to 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 may be legally entitled to run him out without warning (Law 42.15) but we require a warning to be 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, 4 bowlers bowl 3 overs each and the other bowlers bowl 2 overs. 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.....**

- **Any 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, after bouncing, 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 helmet, at least one batting pad on the front leg and gloves.**
- Players are strongly recommended to wear a box but this is not compulsory.
- Wicket keepers must wear a minimum of keeping gloves. **A helmet MUST also be worn, if keepers stand up to the wickets.**
- A box is recommended but not compulsory for keepers.
- Coaches are to ensure fielders are a safe distance from the facing batsmen and outside the fielding exclusion zone – NB must be at least 10m away from the batter and the bowlers stumps.

## Draws

Draws will be available through the link on our website from Monday/Tuesday each week. If there are changes to draws after they are published **Junior Club Convenors will be informed.**

## Results & Points allocation

As this is a non-competitive grade, no points are awarded or table given but we do still want results entered onto the CricHQ website. These provide useful information for grading or moving teams around.

See the CJCA website 'Submit Results' page for further details. For this grade you should just enter the net score for your team, don't worry about the number of wickets taken. This means adding the runs gained by taking wickets to the runs scored by your batters.

## 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 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@christchurchmetrocricket.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.