

MID CANTERBURY CRICKET ASSOCIATION INC

P.O. BOX 105, ASHBURTON
Phone: cell) 0237 269 8654; b) 03 686 3377
Website: www.mccricket.co.nz
Email: admin@mccricket.co.nz

Junior Grades Rules & Recommendations

Below you will find some extra items about the playing of junior cricket club matches in Mid Canterbury that are currently not listed with the playing conditions.

These policies relate to the overall emphasis on giving all our players an opportunity to participate and grow their skills and love for the game.

There are also some notes about scoring on PlayHQ especially related to NOT changing from Secondary to Primary Scorer, and the process to check things before submitting result.

Individual Grade Playing Conditions and the Rules can be found below these.

PLAYER NUMBERS IN A TEAM

With most clubs creating teams that have few if any spare players from time to time a match will be about to start with one team perhaps having 7 players and the other 9 players. In instances like this the team with the surplus numbers should lend their 'extra' player to the opposition so that they also get full involvement, and it means in grades with pods or that bat in pairs we have an even number of pairs to bat and bowl. The team receiving the extra player is encouraged to use this player in a variety of positions not just as the last batter or bowler as we still wish to encourage this player.

On PlayHQ they would just have to be added as a fillin, but at least they would get a full game.

On occasions where one team has the correct number of players and another team is short, the team that is short can bring back a batter who is out to complete the overs after those that retired not out have returned and had their bat.

When bringing a batter back we would encourage coaches to give a child that failed another opportunity, rather than bringing back their 'best batter' who was out.

The point being that bringing the player back for a second life is not to try and manipulate the result but to give a child an opportunity to improve or try again.

Again if they are already out then they would probably have to be added as a fillin on PlayHQ. We are monitoring results but can't be there at every game so would hope that coaches take their "must win hat off" and use it as an opportunity to develop a player.

There have been a couple of matches already where it looks like 7 played 9 so I am hoping that regardless of club affiliation we can look to what works best for cricket overall.

PLAYHQ UPDATE

While a lot has changed with PlayHQ there are still some issues that continue to popup.

Taking Over as Primary Scorer

DO NOT EVER DO THIS!!

Unfortunately this is a bug/issue that is yet to be resolved, but if you are the secondary scorer and the primary scorer has issues, missed some balls, phone or iPad has overheated, died, or stopped the SECONDARY SCORER should just continue as the secondary scorer and complete the game.

If the Secondary Scorer takes over as Primary Scorer you revert back to the other scorecard which could be 5 or more overs behind, so stay on your device as secondary scorer.

End of match submitting result

At the end of the match when you are the primary scorer, check on the public scorecard that everything is showing before you submit the final result. Often scoring has gone offline even though the device is showing as online. If the public website does not have the correct score, **ensure you are online and wait until it updates before ending the session and submitting result.**

If you are the secondary scorer and now have the only accurate scorecard, DO NOT end the session until you are sure the results on the public site are accurate.

If they are not you will have to enter the results manually, which can be done by copying the stats and figures off the secondary scorer device into the manual scorecard. **It is probably essential that you screenshot both innings so if it all goes wrong we can get it input manually.**

While this is extra work unfortunately at least if you haven't closed the session you still have a record of the game. If you close the session we can't get it back.

Junior Grade Rules 2024

KANE WILLIAMSON GRADE – (Players must be in Yr 7/8 in 2024)

Year 7 & 8; recommended as at January 1st & exempted year-9 players

The Team: 9 players per side

Start Time: 12.30pm

The Pitch: The pitch shall be 18m

The Boundary: Max size of 40m measured from the centre of pitch

The Ball: 142gm Kookaburra cricket ball

The innings: Each innings shall be limited to 30 overs per side

- If Team 1 is All-out before the completion of their allocated overs, Team 2 may use their own full allocation (30 overs).
- No Free Hits in this grade

Batting:

- A batsman must face 6 deliveries before being given out.
- If dismissed before 6 balls batsmen change ends and 3 runs are added to the bowling team's score.
- After 6 balls are completed the batsman may continue their innings until dismissed.
 - All batsman must retire after facing 30 balls.
 - If the batsman was out during the six ball grace period, they must retire OUT and cannot bat again.
 - A batsman who was NOT dismissed during the grace period and retires after 30 balls can resume their innings once the full batting line up has been used in the order of retirement.
 - Returning retired batsmen must return in the order they retired in.
 - You may retire batsmen earlier than their maximum amount of balls in order to give players who have yet to bat a chance, but may not retire batsmen in order to bring back a previously retired player.
- All balls including wides and no balls will be added into the batter's ball count.

Bowlers:

The bowling will take place in 5 over allotments from one end and then swap for the next 5 overs from the other end

- All players to bowl a minimum of 2 overs, with a maximum of 5 overs.
- Bowlers are limited to 4 overs in one spell.
- Run ups for bowlers should not exceed more than 15 metres (from the stumps)
- Exempted (where a Yr 9 player has received dispensation via MCCA & NZC) bowlers shall be limited to a 5-pace run-up.

- Extras:** All NO-BALLS & WIDEs shall be scored.
- 1 runs is scored in addition to any runs scored otherwise
 - Wide calls by agreement before start of match
- Overs:** Overs shall be limited to 8 deliveries (the last over needs to have 6 legitimate balls before the innings ends).
- Over-rate:** A minimum of 18 overs per hour.
- Fielding:** A maximum of 9 players are allowed on the field at one time
- No fielder is to be within 10 metres of the striking batter or another fielder
 - Helmet for w/k and batsman compulsory
- Unfair bowling:** NO-BALL shall be called & signalled by the bowler's end umpire if:
- the ball bounces more than once (that is 2 times or more), or rolls along the ground before reaching the striker – DEAD-BALL.
 - No bouncers above shoulder height – (no ball & 1 warning)
 - If a second bouncer from the same bowler is deemed deliberate and dangerous by the two umpires the bowler can be removed from the bowling crease.
 - No beamers above waist height – (no ball & 1 warning)
 - If a second beamer from the same bowler is deemed deliberate and dangerous by the two umpires the bowler can be removed from the bowling crease.

Dismissals:

- **LBW – is NOT OUT unless**
 - **The batter deliberately uses his pads as a shield e.g. like a 'French Cricket' stance.**

Notes:

Where possibly matches will be allocated to grass pitches, but you will also be required to play on artificial pitches from time to time due to availability and with other pitches already allocated, or the impact of the weather.

TOM LATHAM GRADE – (Recommended Yr 7/8 in 2024)

Year 7 & 8; recommended as at January 1st & exempted year-9 players

The Team: 9 players per side

Start Time: 12.30pm

The Pitch: The pitch shall be 18m

The Boundary: Max size of 40m measured from the centre of pitch

The Ball: 142gm Kookaburra cricket ball

The innings: Each innings shall be limited to 24 overs per side

- If Team 1 is All-out before the completion of their allocated overs, Team 2 may use their own full allocation (24 overs).
- No Free Hits in this grade

Batting:

- A batsman must face 6 deliveries before being given out.
- If dismissed before 6 balls batsmen change ends and 3 runs are added to the bowling team's score.
- After 6 balls are completed the batsman may continue their innings until dismissed.
 - All batsman must retire after facing 24 balls.
 - If the batsman was out during the six ball grace period, they must retire OUT and cannot bat again.
 - A batsman who was NOT dismissed during the grace period and retires after 24 balls can resume their innings once the full batting line up has been used in the order of retirement.
 - Returning retired batsmen must return in the order they retired in.
 - You may retire batsmen earlier than their maximum amount of balls in order to give players who have yet to bat a chance, but may not retire batsmen in order to bring back a previously retired player.
- All balls including wides and no balls will be added into the batter's ball count.

Bowlers:

The bowling will take place in 6 over allotments from one end and then swap for the next 6 overs from the other end

- All players to bowl a minimum of 2 overs, with a maximum of 5 overs.
- Bowlers are limited to 4 overs in one spell.
- Run ups for bowlers should not exceed more than 15 metres (from the stumps)
- Exempted (where a Yr 9 player has received dispensation via MCCA & NZC) bowlers shall be limited to a 5-pace run-up.

Extras:

All NO-BALLS & WIDES shall be scored.

- 1 runs is scored in addition to any runs scored otherwise

- Wide calls by agreement before start of match

Overs: Overs shall be limited to 8 deliveries (the last over needs to have 6 legitimate balls before the innings ends).

Over-rate: A minimum of 18 overs per hour.

Fielding: A maximum of 9 players are allowed on the field at one time

- No fielder is to be within 10 metres of the striking batter or another fielder
- Helmet for w/k and batsman compulsory

Unfair bowling: NO-BALL shall be called & signalled by the bowler's end umpire if:

- the ball bounces more than once (that is 2 times or more), or rolls along the ground before reaching the striker – DEAD-BALL.
- No bouncers above shoulder height – (no ball & 1 warning)
- If a second bouncer from the same bowler is deemed deliberate and dangerous by the two umpires the bowler can be removed from the bowling crease.
- No beamers above waist height – (no ball & 1 warning)
- If a second beamer from the same bowler is deemed deliberate and dangerous by the two umpires the bowler can be removed from the bowling crease.

Dismissals:

- **LBWs are NOT OUT unless**
- A batter deliberately uses his pads to avoid a dismissal e.g. 'French Cricket' stance using pads to prevent ball hitting stumps.

Notes:

Matches will be allocated where possibly on a home and away basis. Depending on final entry numbers the plan is to play two full rounds with no finals, and the winner will be determined by the points table. The purpose is still to give teams as much like versus like matches to further enhance skill development. Scheduled for afternoons but if teams wish to play in the morning due to other commitments then;

- Both teams need to agree
- Mark @ Mid Canterbury to be notified by Wednesday night so that groundsmen have time to organise changes
- A changed game does not have priority over an existing competition game's pitch allocation
- If match is played at a different time and all other teams in that grade have matches cancelled / washed out then the changed game will be allocated the same points as other teams regardless of result.

TIM SOUTHEE GRADE – (Players must be in Yr 4-6 in 2024)

Year 4-6; recommended as at January 1st & exempted year-7 players

The Team: 8 players per side. No one person to bowl or bat more than others in team – try to be fair.

Start Time: 9.30am

The Pitch: The pitch shall be 16m

The Boundary: Max size of 35m measured from the batter's end stumps

The Ball: 142gm Kookaburra cricket ball

The innings: Each innings shall be limited to 20 overs per side of 6 ball overs.

Batting:

- Bat in pods.
- Each pair bats for 5 overs each
- Add 3 runs to opposition score for an out
- If a batter gets out, the batters change ends
- Run outs, stumping's, hit wicket, bowled and caught are only dismissal methods allowed.
No lbws.

Bowling:

Bowl from one end only

- Bowl in pods
- Bowl from one end
- Try to match pods up evenly with opposition.
- All players to bowl a minimum of 2 overs
- Bowlers shall be limited to a maximum of 3 overs each.
- Bowlers are limited to 2 overs in one spell.
- No bouncers above shoulder height – 1 warning.
- No beamers above waist height – 1 warning.
- Run ups for bowlers should not exceed more than 10 metres (from the stumps)
- 1 warning for no ball
- Helmet for w/k and batsman.
- **Tim Southee Grade Bowlers must bowl properly – coaches to encourage this, not throwing**
- Wides by agreement before match (e.g. off pitch off side, half way down leg)

Notes:

Matches will be allocated where possibly on a home and away basis. Depending on final entry numbers the plan is to play two full rounds with no finals, and the winner will be determined by the points table. The purpose is still to give teams as much like versus like matches to further enhance skill development.

TRENT BOULT GRADE – (Players recommended to be Yr 4, 5 & 6 in 2024)

Year 4-6; recommended as at January 1st & exempted year-7 players (beginners)

The Team: 8 players per side. No one person to bowl or bat more than others in team – try to be fair.

Start Time: 9.30am

The Pitch: The pitch shall be 16m

The Boundary: Max size of 35m measured from the batter's end stumps

The Ball: Incrediball

The innings: Each innings shall be limited to 20 overs per side of 6 ball overs.

Batting:

- Bat in pods.
- Each pair bats for 5 overs each
- Add 3 runs to opposition score for an out
- If a batter gets out, the batters change ends
- Run outs, stumping's, hit wicket, bowled and caught are only dismissal methods allowed.
No lbws.
- **No helmet, pads or gloves required**

Bowling:

Bowl from one end only

- Bowl in pods
- Bowl from one end
- Try to match pods up evenly with opposition.
- All players to bowl a minimum of 2 overs
- Bowlers shall be limited to a maximum of 3 overs each.
- Bowlers are limited to 2 overs in one spell.
- No bouncers above shoulder height – 1 warning.
- No beamers above waist height – 1 warning.
- Run ups for bowlers should not exceed more than 10 metres (from the stumps)
- 1 warning for no ball
- **Trent Boulton Grade Bowlers must bowl properly – coaches to encourage this, not throwing**
- Wides by agreement before match (e.g. off pitch off side, half way down leg)

Notes:

Matches will be allocated where possibly on a home and away basis. Depending on final entry numbers the plan is to play two full rounds with no finals, and the winner will be determined by the points table. The purpose is still to give teams as much like versus like matches to further enhance skill development.

Friday Night Bash matches (Recommended Beginners Yr 2-6)

The competition:

The competition comprises a scheduled series of limited-over matches which will all be played at Ashburton Domain on a Friday afternoon.

Hours of play: 4.00 pm to 6:00 pm, unless the team managers agree otherwise by before the toss.
(or as close as you can make it. Please contact opposition coach prior to match day if going to be late!)

The Team: 6 players per side

The Pitch: The pitch shall be 14m

The Boundary: Max size of 25m measured from the batter's stumps

The Ball: Incrediball

The innings: Each innings shall be limited to 12 overs per side. Score starts at 100 and goes up/down. It is not necessary to take the score in these matches, the idea is for the players to learn and develop skills. On field coaching is actively encouraged. An appropriate scoresheet is available on the MCCA website

Batting:

- Each pair bats for 4 overs each
- No outs (-3 runs for an out)
- If a batter gets out, the batters change ends
- Batters to face approximately the same amount of balls each in their pairs.
- Run outs, stumping's, hit wicket, bowled and caught are only dismissal methods allowed. **No lbws.**
- No helmet, pads or gloves required

Bowling:

- Bowl from one end only
- All players to bowl a minimum of 2 overs
- Run ups for bowlers should not exceed more than 10 metres (from the stumps)
- Extras: All NO-BALLs & WIDEs to be placed on cone and hit by facing batsman
- Runs from cone are scored
- **Overs** shall be limited to 6 deliveries.

Fielding: A maximum of 6 players are allowed on the field at one time

- No fielder is to be within 10 metres of the striking batter or another fielder

Points:

There is no points table

Purpose:

The purpose of this grade is to help players get a more realistic understanding of the game of cricket, and to develop their skills without being scared of a hard ball, or being encumbered by big pads, helmets, etc. Coaches should ideally get fielders to move around one fielding position for each over as each player has a turn to bowl. e may have an away series in Methven for all teams, but is dependent on entries. As only 6 aside if a team has more players we want to ensure everyone gets a go, so will either loan them to the opposition or a team that is short, or if you both have 8 players then you can add another pod, but may need to change a pod from 4 overs to 3 overs to accommodate. Ideally everyone gets a go!

Chairman Board of Control
Mr Jono Pavey

Cricket Manager
Mr Mark Medicott
admin@mccricket.co.nz

Mid Canterbury Cricket Assn
PO Box 105, Ashburton
www.mccricket.co.nz