

# Girls Years 7 and 8 Grade Conditions

Full conditions as at **1<sup>st</sup> September 2011**

*It's a great idea to print a copy of this to have available on match day.*

**Grade Manager** – Ady Simmons - Phone: 0275706732 email: asimmons@its.jnj.com

Coaches of teams in this grade are required to email their contact information to the Grade Manager so that he can be in contact with you during the season if needed. A score sheet for this grade can be printed from the link on this web page

## 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.
- **'NOTHING CAN JUSTIFY A WIN-AT-ALL COSTS APPROACH'**

**Grade Objective** - The objective of this grade is to provide girls up to Year 8 a traditional format of cricket that encourages the girls to continue to develop their technique, enjoyment and understanding of the game, while still encouraging the girls to participate in all facets of the game. They should enjoy a high standard of skill and competition while still focusing on fun and team spirit which are all major objectives of this grade.

The grade is primarily aimed at girls aged School Year 7 and 8 at the start of the season and prepares girls for the Youth teams and U15 representative teams. Dispensation would not normally be given for older girls (high school) to play this grade

## Playing Conditions Summary

- Girls primarily Yrs 7 to 8 at the start of the season
- 9.00am start
- Games take approx 3 hours
- 9-a-side
- 26 overs per innings - one innings per side
- Max 3 overs per bowler
- Compulsory batting retirement after facing 20 legitimate deliveries
- Back foot LBW's
- Wides and no-balls score 2 runs and are not re-bowled
- 135g - 142g leather ball from approved manufacturers
- 18m pitch
- Fielding exclusion zone
- Boundaries are set at 40m

## Player numbers

More players can be used in a match but only 9 may bat or field at one time. Our hope is that the majority of teams only have 9 players, so all are playing the game more.

## Ball

A 135g - 142g leather ball from the Kookaburra, Platypus, Dukes or Cambridge ranges must be used.

## Batting

The batting order is rotated from game to game so that all batters have the same opportunity to bat during the season. 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 batters should not mostly open.

Players may be retired at any time but always at the end of the over in which they have faced **20 legitimate deliveries** (not including wides and no balls). Retired players may return after all others have been dismissed.

A team's batting score is always complete when the available overs have been bowled or when all **9** batters have lost their wicket. **Last girl standing** -A single remaining batter continues batting, changing ends as necessary to receive strike. Only the not out batsman can face the bowling. The last batsman out remains at the crease to play like a non-striker. Either batsman may be run out to end the innings. Where retirements occur, they may only take place at the end of an over.

If a team is all out or reached its target and the overs are not completed, it is with **strong encouragement** by the CJCA, the remaining overs be bowled. In such cases, the batsmen to be used again will be in the order of those facing the least balls in their innings and where this is the same, the order of their original batting position applies. Further runs scored don't change the winning target or result (original score should be circled) but will enable players on both sides to develop further.

## Bowling

Where a team has 9 players most players will bowl 3 overs each if all 26 overs are used (no one should bowl 4 overs). Where a team has 8 players, then 2 players may bowl a 4<sup>th</sup> over each and so on. But no bowler should bowl a 3rd over until all players have bowled at least 2 overs. Coaches to ensure all players bowl the same number of overs during the season – on an equivalent availability basis. "Test Match" Wides & No Balls are signalled but no extra balls are bowled.

## 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 batter 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 Youth grade and higher cricket, so they should not get into bad habits!

## Wides & No Balls

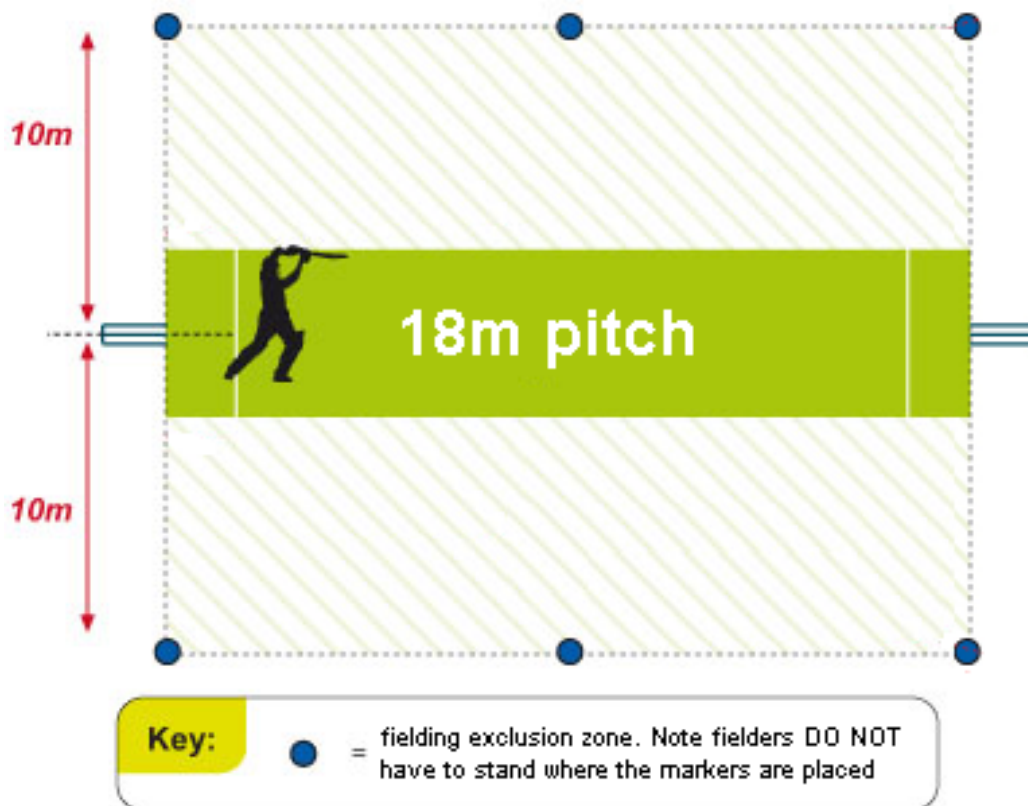
'Test Match' wides apply in this grade and umpires are encouraged to discuss the limits to be applied, prior to the match, so a uniform approach is taken at each end.

The batting side is awarded 2 runs for each wide or no ball, plus any additional runs scored, but they are not re-bowled.

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 (fast or slow) 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 the ball has been thrown, after a warning has been given to the bowler and the captain.

## Fielding Exclusion Zone



Fielding markers are placed 10m square of the stumps at both ends and on both sides with a further marker placed between as shown above. Excluding the bowler, fielders may only enter the exclusion zone after the batter has been played their shot. (Ice cream container lids or similar are fine for markers).

- ✓ Coaches, please remind fielders they do not have to stand where these cones are placed (they are like magnets), it simply defines the area they must not go into until a shot is played. It is a good idea to encourage them to stand beyond the cones and walk in as the bowler bowls.

## Safety

The minimum protective equipment when batting or wicket keeping (if standing up to the wickets) are gloves, pads 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 of 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. 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 learnt from 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.

## 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.

## Shield

The **Tiffen Shield** is also 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.

## Special Player Performances

In any match, individual performances of runs scored meeting the thresholds for the grade (see below) will be published for each half season.. For under 14 year old players in particular representative selectors will take these performances into account.

- Batting - 25 runs or more in a match
- Bowling – 3 or more wickets
- Fielding – 3 or more wickets, for example through catches, run-outs, stumpings.

## General

*School years:* for each grade a player remains eligible for the **WHOLE** season in that grade if eligible for that grade in October.

*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 even this is not possible and a team has to default, please advise your Grade Manager and Mike Fisher - Phone 363-5081; Email: [mfisher@canterburycricket.org.nz](mailto:mfisher@canterburycricket.org.nz) as soon as possible.

*Code of conduct:* The code of conduct published on this website applies to all players, coaches, parents and others at all games

*Disputes:* Any disputes between coaches are not to be argued in front of the girls during a game. Please raise the issue with your Grade Manager as soon as practicable after the game and they will assist in resolving any issues, their decision will be final.

## **Changes for this season**

26 overs