

Junior 20/20 Grade Conditions

Full conditions as at the start of the season

These are to be in pdf format and appear as an attachment to the web page

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

Grade Manager – Godfrey Wijetillake - Phone: see website need to use NZ Relay Service as Godfrey has a speech impairment, email: wijetillakega@hotmail.com

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.

Grade Objective

This grade is for players up to and including Year 4 as a progression on from Kiwi cricket with the introduction of wooded equipment and a seamed Incrediball but plastic gear can still be used. It is designed to fit the fun, fast and furious moto for Christchurch junior cricket.

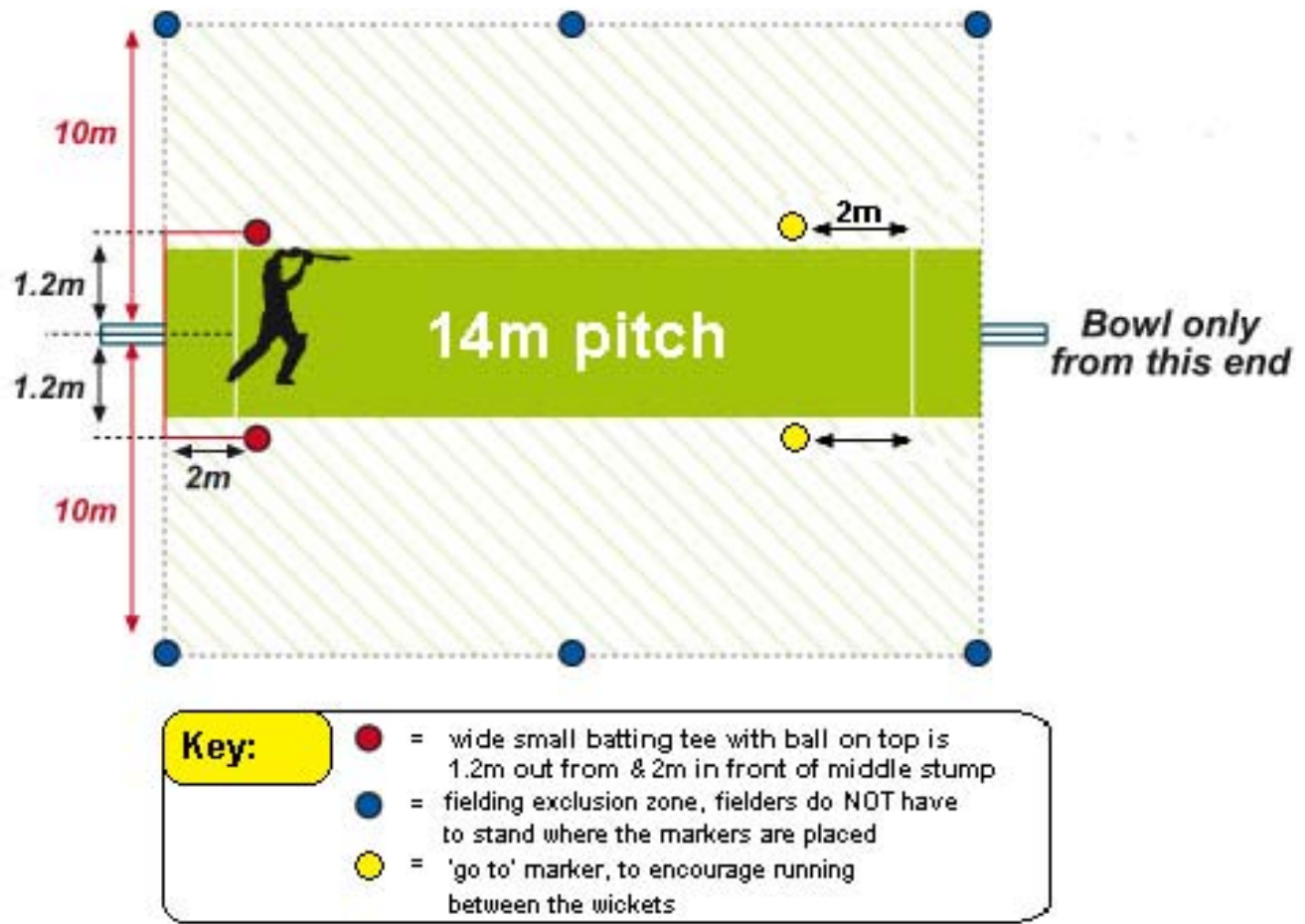
It is split into various sections, the number of which will be determined by the number of teams entering this grade, but teams of similar standard will hopefully play each other. As with all our grades the development of the player and enjoyment of the game are more important than the result.

Playing Conditions Summary

- Players up to Year 4
- 9.00am start, should finish by 12.00
- 8-a-side on a 14m pitch on a grass outfield
- 20 overs per innings – split into 2 halves of 10 over's from each team, so one team is not in the field for the full 20 over's in a row
- All bowling from the same end. No one can bowl a third over until all have bowled at least two. Max run up of 8m
- Players can be bowled, caught, stumped, hit wicket and run out. There are no LBWs.
- Batters are placed into pairs and bat together for 5 over's per pair. Each batter is to face 15 balls. If a batter is out they do not face the next ball and the bowling team is awarded 3 runs. They also change ends at the end of each over
- Wides and no-balls are not re-bowled. Instead, 2 balls are set up on small batting tees and can be hit on the offside as soon as the no ball or wide is bowled. One penalty run is awarded in addition to the runs scored off the hit
- A fielding exclusion zone also exists, marked by cones or ice cream lids (see below), where no fielder is allowed inside until the batter has played their shot
- Junior size Incrediball to be used
- Only natural boundaries – a stream, path, another match, anything dangerous

Changes for this season

1. The Incrediball may be a Kookaburra, Dukes, Gunn & Moore, Easton or Grey Nicholls one
2. Please make sure the small batting tee is used in this grade
3. 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. 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.
4. Note that fielders DO NOT have to stand where the fielding exclusion zone markers are placed



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. 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.

Batting

Two innings of 10 overs each team. Eight batsman are put in pairs numbered 1-4 by coach/captain. Each pair will bat together for 5 overs (30 balls with each batter to face 15 balls). When dismissed, batsman do not face the next delivery and always change ends at the completion of each over. The only penalty for being 'Out' is that batters swap ends (this does not apply to 'Run Out') and the bowling team receive 3 bonus runs. Pairs remain batting irrespective of the number of times they are dismissed, until they have batted for 5 overs (30 balls). The next batting pair must be ready to bat immediately following the pervious pair's innings. Once two pairs have batted (10 overs in total) the two teams swap roles.

Equipment

Wooden or plastic bats may be used. The small yellow batting tee is used for this grade.

How can a batter get out

Players can be "Out": bowled, caught, stumped, run out and hit wicket. A player is also 'Out' if the bails fail to dislodge after the ball has struck either the base of the stumps or any wicket or has passed between two wickets. There are no LBWs

Player numbers

A team may have more than 8 players but only 8 may bat in an innings. Please confirm with the opposition if the player numbers are more or less than 8. If a team has less than 8 players it is at the discretion of the opposition as to which players face additional overs. It would also be hoped that extra fielder's can be lent to them by the opposition.

Wides & No Balls

At the batters end there will be two plastic cones placed 2m away from and parallel to the stumps, 120 cms from the middle stump. (See Diagram) Any ball that passes outside this area and is not hit by the batter shall be deemed a 'wide'.

One run is scored for wides or no balls plus the runs obtained from hitting off the cone.

Wide cones exist to create more balls in play for batters and fielders.

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 not normally called for throwing but players should be encouraged to bowl with a straight arm.

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 batsmen must hit off the right batting tee and left hand batsmen off the left batting tee. A batsman 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 out of the exclusion zone until the ball is hit off the tee. (This means the wicket keeper must stay behind the stumps and the bowler must stay at or retreat back to the bowlers stumps while the free hit is being taken.) If a batsman 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 'Out' by run out from a 'Free Hit'. If the batsman decides to leave or misses a 'wide' delivery, they score 1 run for the 'wide', plus whatever runs they score from the Free Hit.

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.

Bowling

All overs are bowled from the same end. There will be a maximum of 6 deliveries in each over. 'Wides' and 'No Balls' are not re-bowled. Where a team has 8 players, four bowlers bowl 2 overs each and the other four bowlers, bowl 3 overs each. Max. 5 meter 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.

If more than 8 players are used (10 bowlers max), each bowler bowls a minimum of 2 overs. If less than 8 players, each player bowls a maximum of 3 overs each while an extra over per bowler is bowled by bowlers chosen by the batting team if required.

Scoring

Each team's score starts at Zero. 3 runs are added to the bowling side for each dismissal obtained. One run is scored for wides or no balls plus the runs obtained from hitting off the cone.

Safety

Coaches are to ensure fielders are a safe distance from the facing batsmen (and outside the fielding exclusion zone).

Draws

Draws will be available through the link on our website on Tuesdays and in The Press and the Christchurch Star on Wednesdays. However, 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.

To register match results and special player performances, see the link on this website.

General:

In heavy dew conditions: Prior to the toss, teams should consider having each team bat 10 overs each & then resuming respective innings in order that similar conditions exist for each team. (Fast turnarounds needed where this occurs.)

School years - for each grade (except Year 8 players in Senior 1 Day and Senior Premier) this means a player remains eligible for the WHOLE season in that grade if eligible for that grade in October. We do not want to lose any player to cricket, so any new Year 9 player struggling to find a school or club team to join after Christmas, should ring Paul O'Brien at CCA 03 363 5093 or the CJCA grade manager they were last playing in with CJCA.

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 (here) 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 Mike Fisher - Phone 363-5081; Email: mfisher@canterburycricket.org.nz as soon as possible.

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