

Kiwi Grade Conditions

Full conditions as at the start of the **2011/12** season

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

Grade Manager – Alan Hickford 338 8601, 021 362 364440047 or ahickford@callsouth.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 score sheet for this grade on the website page link.

‘A journey must begin with a single step’ Lao Tzu

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, bowl and wicket keep in every match.**

Grade Objectives

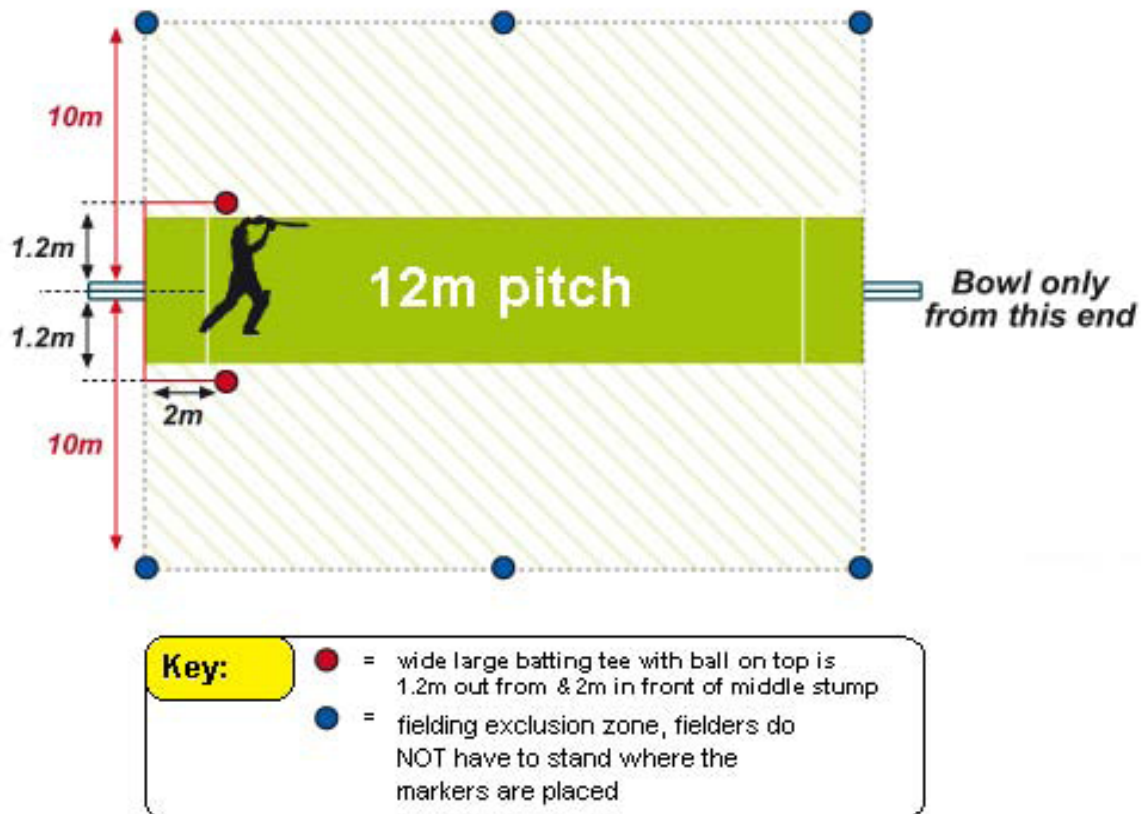
- Fun and Full Participation
- Overall Athletic Development including a wide range of movement activities
- Development of the ABC's – Agility, Balance, Coordination & Speed
- Introduction to the basic skills of throwing, catching, striking and running between the wickets
- The game is modified and is a simple game
- Introduction to simple rules & ethics

Rules

- Start at 10.00 AM on Saturdays (Burnside play Friday evening 5.30 PM)
- Teams of up to 8 players who must be in Year 2 or below at the start of the season. **Teams will be graded to play each other based on whether the players are mainly first or second year players**
- 12m pitch. **Teams should be drawn to play at a park near their club base most weeks.**
- Plastic Kiwi equipment only (no wooden bats or protective gear) and soft yellow ball
- Two innings of 8 overs for each team
- Start score at Zero, 3 runs per wicket obtained and runs scored. No runs for wide or no ball as player gets free hit off the cone
- Two different pairs of players from each team bat in each innings
- Each batting pair face 4 overs, spread equally between the batters. **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 8 should field at a time BUT all should get to bowl.**
- Every run counts, 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 signalled.
- If run out, the batter keeps the run being attempted (provided they have crossed), whilst the fielding team gets 3 runs credit for the wicket
- Fielding exclusion zone applies – not allowed inside until the batter has played their shot
- Hit off a cone if a no ball or wide is bowled, so always playing a shot

Please note

1. Batting from one end only. Umpires should try and ensure equal strike by each batter.
2. Please make sure the large batting tee is used in this grade
3. Note that fielders DO NOT have to stand where the fielding exclusion zone markers are placed. They should also not enter the zone until AFTER the batter has played their shot.



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. **Only 8 players on the field for those teams that do carry extras.**

The exclusion zone exists to encourage quick singles and active fielding.

Batting

Two innings of 8 overs each team. Eight batters are placed into pairs numbered 1-4 by coach/captain. Each pair will bat together for 4 overs. This is 24 balls and we would like each batter to face 12 balls so batters may need to be told to change ends to achieve this. The scorer can advise the umpire when they feel it is getting near the end of the 4 overs and one batter has some catching up on balls faced to do.

When dismissed, batters 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.

If a 'Run Out' occurs the batting side is allocated all the runs being attempted, provided the batters have gone past each other (crossed) on the final run, whilst the fielding team still get their 3 runs for the wicket. Therefore, if a single was being attempted and a 'Run Out' occurs, they keep the single (provided the batters have crossed) and allocate to the appropriate batter. If a 'Run Out' occurs on the third run, they keep all 3 runs, provided the batters had crossed on the final run. This is to encourage batters to take runs.

Pairs remain batting irrespective of the number of times they are dismissed, until they have batted for 4 overs (24 balls). The next batting pair must be ready to bat immediately following the previous pair's innings. Once two pairs have batted (8 overs in total) the two teams swap roles.

If a team is carrying an extra 1 or 2 players then the team overs are split as equally as possible so all get to bat. So, if there are 10 players each pair would bat for 3 overs and 1 pair for 4 overs. The innings split of two lots of 8 overs would still apply. If only 1 extra player then they can share the batting with another in their normal 4 allotted overs.

Equipment

Kiwi bats (yellow plastic) only to be used in this grade (no wooded ones). The LARGE yellow batting tee and soft yellow ball. Six cones or ice cream lids to mark out the exclusion zone.

How can a batter get out

Players can be "Out": bowled, caught, stumped, run out and hit wicket. A player is also 'Out' if **bails are being used** and 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 field at a time**. Please confirm with the opposition if the player numbers are more or less than 8. If a team has less than 8 players **then a player or players are chosen by the coach to face additional overs, this should vary throughout the season if it happens regularly**. Extra fielder's should also be lent to them by the opposition.

Wides & No Balls

At the batters end there will be two large 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'.

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.

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'.

Bowling

Bowl from one end only. A bowler may not bowl two overs in a row. Where a team has 8 players, every bowler bowls 2 overs. If more than 8 players are used, each bowler bowls 1 over while some bowl 2 overs. If less than 8 players, each player bowls 2 overs while an extra over per bowler is bowled by bowlers chosen by the batting team. **Maximum of a 5 meter run up.** Bowlers can bowl from a shorter distance & bowl up to 3 balls underarm - one bounce - if required. After each completed over, all fielders (including bowlers and wicket keeper) rotate one position. 'Wides' and 'No Balls' are not re-bowled.

Scoring

Each team's score starts at Zero. 3 runs are added to the bowling side for each dismissal obtained. No runs scored for wides or no balls other than 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 from Tuesday each week and in The Press and the Christchurch Star 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

As this is a non competitive grade, no points are awarded or table given.

See the website 'Submit Results' page for further details

For this grade you should just enter the net score for your team. This means adding the runs gained by taking wickets to the runs scored by your batters. Do not worry about entering the number of wickets taken or lost, just include the runs in your total.

Any individual performances need to be entered in the box under the correct team name. **Each team 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 Canterbury Cricket, before he can submit the result to the paper and this is a time consuming exercise.

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

Qualifying runs - 15 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 players) 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 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 - 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.