

## Kiwi 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** – Francis Van Woerkom - Phone: 341 3333 email: francisvw@gmail.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 here.

### Grade Objectives

'A journey must begin with a single step' Lao Tzu

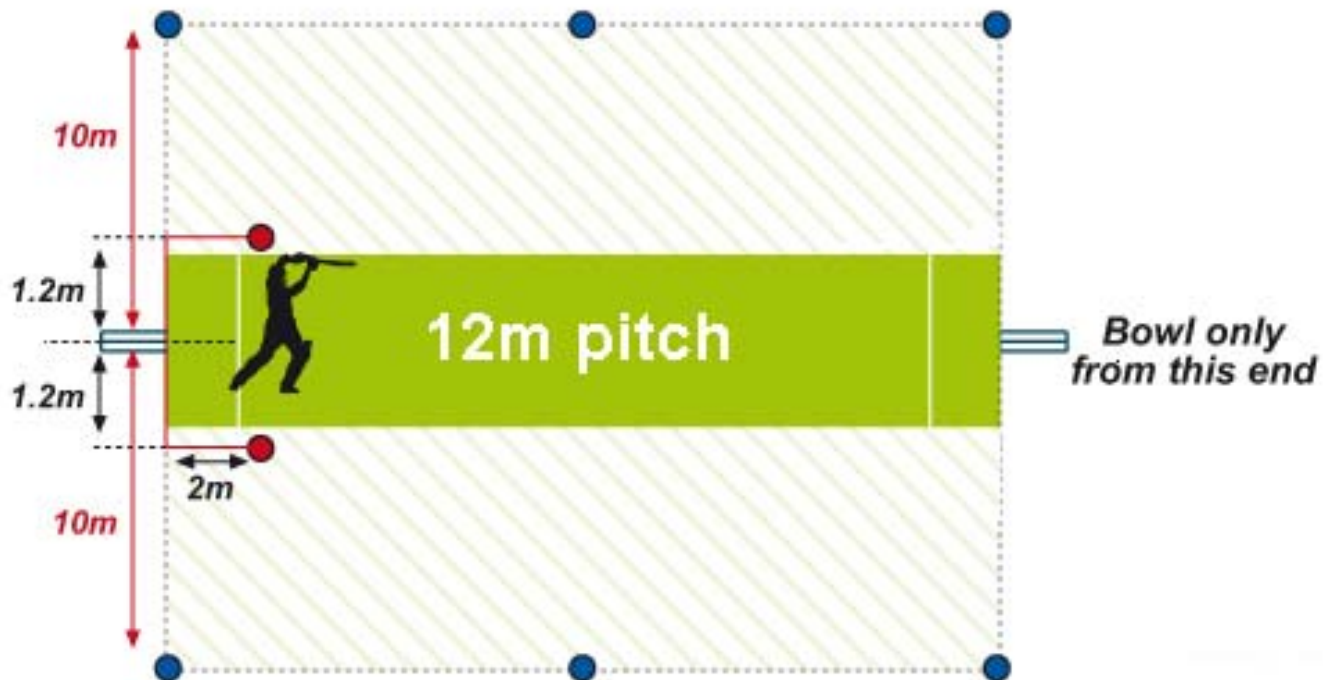
- Fun and Full Participation
- Overall Athletic Development including a wide range of movement activities
- Development of the ABC's – Agility, Balance, Coordination & Speed
- Introduction to the basic skills of throwing, catching, striking and running between the wickets
- The game is modified and is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

### Rules

- Start at 10.00 AM on Sat (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
- 12m pitch
- 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 0, 3 runs per wicket obtained and runs scored. No runs for w/nb as get 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
- Every run counts, only natural boundaries – streams, paths, other matches etc
- 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

### Changes for this season

1. The pitch is now 12m, brought in from 13m
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.
4. If a 'Run Out' occurs the batting side will now be allocated all the runs, whatever number were being attempted, 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 and allocate to the appropriate batter. If a 'Run Out' occurs on the third run, they keep all 3 runs. *Again, this is to encourage batters to take runs.*



- Key:**
- = wide large batting tee with ball on top is 1.2m out from & 2m in front of middle stump
  - = fielding exclusion zone, fielders do NOT have to stand where the 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 8 overs each team. Eight batters are placed into pairs numbered 1-4 by coach/captain. Each pair will bat together for 4 overs (24 balls with each batter to face 12 balls). 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 will now be allocated all the runs being attempted, provided the batters have gone past each other (crossed), 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. Again, this is to encourage batters to take runs.

## **Equipment**

Kiwi bats (yellow plastic) are only to be used in this grade. The LARGE yellow batting tee for this grade. No wooden bats.

## **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'.

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 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 'Out' by 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. Max. 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 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.