

Yr 5 (Hardball) 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 – 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 a score sheet for this grade from the link on the website.

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.
- The competition and rules are designed to allow players to have fun and learn the skills required to play cricket, rather than just winning. The spirit and skills of the game, and playing in a team should be the highest priority for parents and coaches

Grade Objective

This grade is for players in Year 5 at school who are ready to play with a traditional leather ball. The rules follow the Super 8's exactly, other than the safety equipment needed to bat or keep wicket. This enables talented Year 4's or other Year 5 players to also be included during the season.

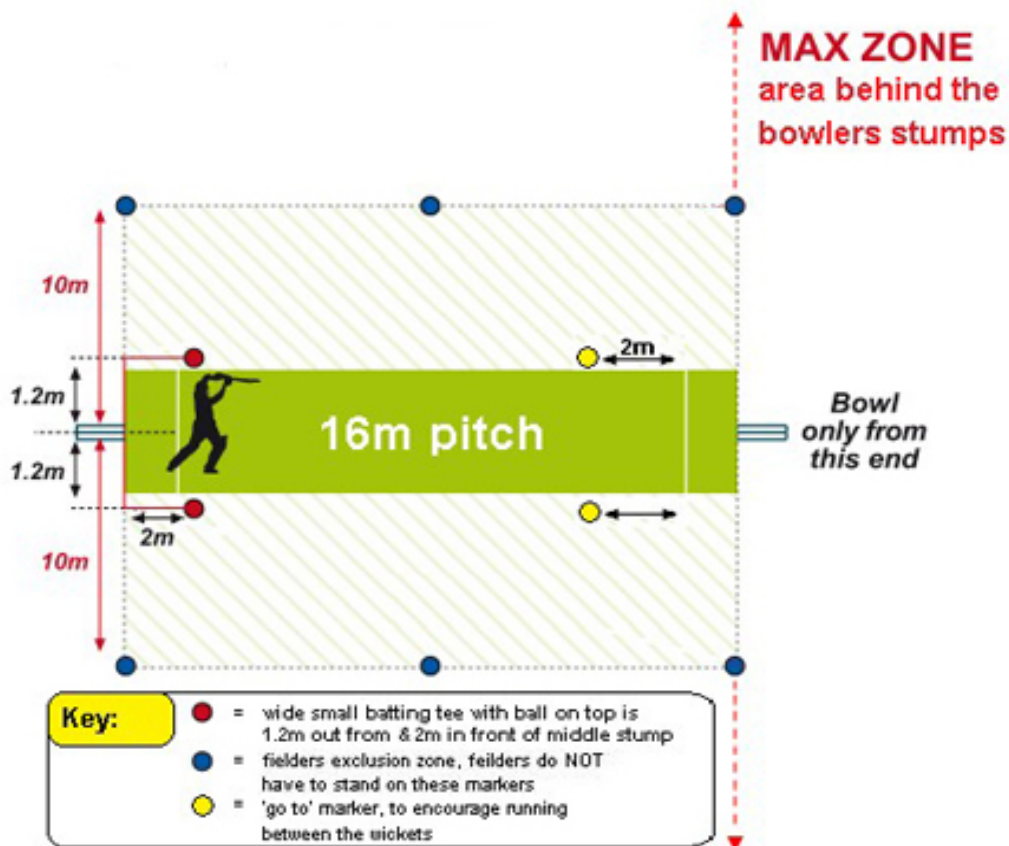
It is split into various sections, the number of which will be determined by the number of teams entering the grade. As with all our grades the development of the player and enjoyment of the game are more important than the result.

Emphasis on fun and cricket skills development - batting, bowling and fielding so no competition points are allocated nor finals played.

Playing Conditions Summary

- Players up to Year 5 at the start of the season
- Start at 9.00 AM
- 8-a-side. 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.
- 16m pitch
- 135 - 142g leather ball from Kookaburra, Platypus, Dukes or Cambridge
- Each team has two batting innings of 10 overs each
- Three balls on the playing field. One ball is bowled by the bowler while the other 2 balls are set up on small batting tees, in readiness for a free hit. (see graphic below)
- All bowling from the same end. No one can bowl a third over until all have bowled two overs. Max run up of 8m
- Players can be bowled, caught, stumped, hit wicket and run out. There are no LBWs. On a free hit a player can only be out by Run out.
- The maximum number of balls that can be faced by the same batter in a match is **18 balls** (unless less than 8 players are in the team). **Coaches shall ensure that all team members face a similar number of balls per game (+/- 3 balls).** Batters are replaced when they are out but can return in sequence **until all the team's overs are used up.**
- Wides and no balls are not re-bowled. No penalty run is awarded, just the runs scored off the free hit. Free hits - can be hit only on the offside, forward of the wicket, **and as soon as** the no ball or wide is signaled or called by the umpire.

- A MAX scoring zone exists where any runs scored are doubled. This applies to any shot played past the parallel line of the bowlers stumps. Only two fielders, plus the bowler, may field inside this zone
- A fielding exclusion zone exists, marked by cones or ice cream lids (see below). No player may enter the exclusion zone until after the ball is either hit by the batter, or strikes the body or equipment of the batter, or passes through to the wicketkeeper. If they do the umpire will signal and call a 'no ball.'
- Fielders rotate at the end of each over so all get a chance to field in all the positions. The wicketkeeper should change for each 10 over innings and all players should keep wicket on an equal basis throughout the season. Players develop at different rates so all should try every position, especially with the introduction of the hard ball.
- 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 signaled.
- Please make sure the small batting tee is used in this grade
- 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 (see diagram below). 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.



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. Please get the fielders to rotate at the end of each over so all get a chance to try all the positions out. The keeper should change for each innings.

Field Placements

Few young cricketers have the necessary judgment, concentration or reflexes necessary to safely field close to the batter. With the exception of the wicketkeeper fielders should not be positioned within 10 metres of the batter's stumps. This rule is necessary for the safety of the players and must be strictly enforced. After each completed over, all fielders (except the wicket keeper) rotate one position.

Only 2 fielders plus the bowler may field in the Max Zone. (see diagram above). **Only 8 players on the field for those teams that do carry extras.**

Batting

Two innings of 10 overs each team. Players bat until they are 'Out' or they have faced the maximum of 18 balls, when they must retire. A batter who is out or has been retired **before** facing 18 balls, returns to bat his remaining balls once all other batters have been 'Out' or retired in the chosen batting order. So some batters may retire and not get out whilst others may be 'Out' several times during their 18 balls. The point is that all should face a similar number of balls in completing the teams 20 overs.

When a player is dismissed he is replaced by the next batter. Batters change ends at the end of each over. The bowling team receives 3 bonus runs for taking a wicket.

The only exception to the 18 ball rule is if you are playing with 7 players or less. In this case, take the max number of balls available, 120 balls and divide it by the number of players you have. Add 3 balls. This is the new maximum number of balls a player can face in the game. eg 6 players divided into 120 balls = 20 balls each. Add 3 balls, the max number becomes 23.

Conversely, if a team is carrying an extra 1 or 2 players then the 120 balls are divided by the actual number of batters, so all get to bat.

- Players can be bowled, caught, stumped, hit wicket and run out. There are no LBWs
- Batting order keeps rotating regardless of how many wickets fall during the match.
- Batters must wear batting pads & gloves.

Any run scored off the bat into the '**Max Zone**' (see above) will be doubled. A ball hit along the ground to a boundary in this zone, is credited with 8 runs. If the ball is hit over a boundary on the full, then 12 runs are scored. Umpires will signal a MAX shot by rolling one arm in a circle motion. The Max zone applies to all shots played behind the line of the bowlers stumps, along the bowlers crease in a 180 degree area. See above graphic.

Coaching tip

A '**go to**' marker is to be placed 2m from the non-strikers batting crease. **Its sole purpose** is to encourage players to back up by giving them a target to aim for **once the ball has been bowled. It does not re draw the batting crease line. It is only a marker to help with coaching by getting the batsman to get out of their crease and look to take a quick single.**

If no run is taken, **the non-striking batsmen must** go back **into** their batting crease or risk being Run Out. The non-striker may stand at the 'go to' marker **only when a** free hit off the tee is being taken. If no run is scored off the free hit they must return to the **batting crease or risk being Run Out.** The Batter must run to the **batting crease** at the non batters end to complete a run.

If a batsman is backing up too early, and has left the batting crease before the bowler has entered his delivery stride, the bowler is legally entitled to run him out without warning (Law 42.15).

Bowling

Bowl from one end only. A bowler may not bowl two overs in a row. There will be a maximum of 6 deliveries in each over so 'Wides' and 'No Balls' are not re-bowled. Maximum of a 8 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 rotate one position.

Where a team has 8 players, four bowlers bowl 3 overs each and the other four bowlers, bowl 2 overs each. If more than 8 players are used (10 bowlers max), each bowler bowls at least 2 overs. If less than 8 players, each player bowls a maximum of 3 overs each while an extra one over is bowled by those chosen by the batting team.

Wides & No Balls

At the batters end there will be two small 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'. No runs are taken into account from this initial ball, whether called a wide or a no ball.

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 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'.

If the batsman decides to leave or misses a 'wide' delivery, they may take their free hit immediately and score whatever runs they make from the Free Hit (there is NO penalty run). No runs are taken into account from the initial ball, whether called a wide or a no ball.

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.

Scoring

Each team's score starts at Zero. Runs scored as normal however 3 runs are added to the bowling side for each dismissal obtained plus batters will receive double the normal runs for shots placed in the Max Zone.

No extra runs scored for wides or no balls other than the runs obtained from hitting off the cone. The Max zone scoring also applies for shots off the cone.

Safety

Batters must wear a box, batting pads, gloves and a helmet with a grill. It is compulsory that wicket-keepers wear a helmet with face guard OR a Cricket Face Guard when standing up to the wicket. They should also wear a protective box, gloves, & pads on both legs. Coaches are to ensure fielders are a safe distance from 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

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.

See the website 'Submit Results' page for further details

Any individual performances need to be entered in the box under the correct team name. **Both teams 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 - 35 runs or more (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, 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 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.