

Yr 7 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 – Gary Tempero - Phone: 389 2837 email: g.b.tempero@xtra.co.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 using the link on the 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.
- **Positive attitudes and behaviours on and off the pitch.**
- **'NOTHING CAN JUSTIFY A WIN-AT-ALL COSTS APPROACH'**

Grade Objective

This grade is for players primarily in Year 7 but talented Year 6 players can also be included. It is split into various sections, the number of which will be determined by the number of teams entering this grade.

It provides an introduction to more specific cricket skills associated with batting, bowling, fielding and wicket keeping techniques.

Coaches are to ensure that by the end of each half season all players have had an equal opportunity to display their skills. Rotation of the batting order is required, as stipulated in the batting section of the full grade conditions, and bowlers should share the overs.

Playing Conditions Summary

- 9.00am start to approx 12.00pm finish on Saturday morning
- Coaches to ensure an equivalent of 20 overs per hour are maintained and that the extra changes of innings are completed as quickly as possible
- Pitch length: 18m
- 9-a-side
- 30 overs per innings - two alternate innings of 15 overs per side. Two different keepers are encouraged, one per innings, with all players that wish given the chance to keep during the season
- 5 overs bowled same end. No bowler bowls successive overs
- Max 4 overs per bowler
- Compulsory retirement at the end of the over having faced 20 deliveries, including wides and no balls. Once all players have batted, those batters who have been retired can return in the order they retired and face a further 15 deliveries. Coaches are NOT allowed to retire batters earlier than these delivery limits.
- Wides and no-balls score 1 run plus any extra runs scored and are not re-bowled, except in the final over of each innings, when 6 legitimate balls must be bowled.
- The ball after a wide or no ball becomes a 'free hit' so the batter can only be given out, run out. If the last ball of an over is a wide or no ball then 2 runs are awarded as no free hit can occur.
- 142g leather ball from Kookaburra, Platypus, Dukes or Cambridge

- 40m boundary, where possible
- Back foot LBW applies

Player numbers

- Games are played with 9-a-side
- If a team has less than 9 players, one or more player(s) who have already been dismissed may bat a second time to make the number of batters 9. The additional batter(s) are selected by the least number of balls faced in their first innings. Any batter who is retired returns to bat before the additional batters. All of the runs scored by the additional batters count towards the final team score.
- By mutual agreement, a side with less than 9 players may utilise players from the opposition team to help field. Oppositions are encouraged to make this offer.
- If a team has more than 9 players, only 9 may bat in the innings or field at the one time. The extra players should be rotated and all players should participate by bowling.
- If both teams have additional players, e.g. each has 10 players, by mutual agreement all players can bat but only 9 players may field at a given time. All players can participate by bowling.
- Where teams have more than 9 players the restriction on fielding number is to ensure the batters have a reasonable opportunity to score runs.

Batting

- Players bat until they are 'Out' or until the end of the over in which they have faced 20 balls (including wides and no balls) when they must retire. Retired batsman can return to bat a further 15 balls once all other batsman have been 'Out' or retired. Players who bat a second time retire at the end of the over in which they have faced a total of 35 deliveries in the game. Once all batsman have been dismissed a player who has been retired after 35 deliveries can return to bat. **Coaches are NOT allowed to retire batters earlier than these delivery limits.**
- The batting team innings concludes once ALL batters have been dismissed or after the conclusion of 30 overs.
- A single remaining batter may continue 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.
- If a team is all out or reached its target and the overs are not completed, at the discretion of the opposition, and with the strong encouragement of the CJCA, the remaining overs can be bowled. In such cases, the batsmen to be used again will be in the order of those facing the least balls in their first innings and where this is the same, the order of their original batting position applies. Runs further scored don't change the winning target but will enable players on both sides to develop further.
- Batters should also note the Wide/No Ball provisions below to increase their scores.
- The batting order shall be rotated from game to game in a manner that provides all batsmen with the same opportunity to bat during the season.
- While reticent players should not be forced to open, this does not mean reduced opportunities for them to bat and the same batsmen should not regularly open.
- Players can be 'Out' in the following ways: bowled, caught, run out, stumped, hit wicket, or LBW.

Max Zone

Any run scored off the bat into the '**Max Zone**' (as used in earlier grades) will be doubled. This applies to shots that go into the zone behind a parallel line running through the bowlers stumps. A ball hit along the ground to the boundary in this zone, is credited with 8 runs. If the ball is hit over the boundary on the full, then 12 runs are scored. Umpires will signal a MAX shot by rolling one arm in a circle motion. There are no fielding restrictions inside this zone

Fielding Restrictions

There are to be no players fielding within ten (10) metres from point, forward of the wicket in a circle to down leg side of the batsman. So slips, gully and wicket keeper may be within 10m but no leg slips, silly point / mid off or on, in front or behind the batter.

LBW

- Umpires are reminded that LBW should be a very rare dismissal in junior cricket
- LBWs may only be given, on appeal, if the ball is pitched in line with the stumps AND the ball was going to hit the stumps AND the player has gone onto the back foot AND stayed on the back foot in front of the stumps
- A player cannot be given out if the ball is pitched outside the line of the stumps (leg or off side) OR if the player has played forward or remained stationary at the crease - even if the player is hit on the back pad or foot.

Bowling

- Any ball that passes a batsman so wide that he is prevented from a reasonable opportunity to make contact with the ball is to be called a wide. Normal test match wides will apply for the off-side. On the leg-side, half of the test match wide for leg side applies. As a guide, a 'leg-side' mark is 45 cm from the centre stump.
- If the ball is struck by the batter then it is not a wide.
- Upon the call of "wide" the ball shall remain live (i.e. batsmen can run). No extra balls are bowled for wides or no balls.
- Only in the final over of each innings are wides and no balls re-bowled, so 6 legitimate balls are bowled
- Coaches are to ensure that all team members bowl the same number of overs during the season - on an equivalent availability basis
- Where a team has 7 players' two bowlers, chosen by the opposition, bowl 5 overs.

Wides & No Balls

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

Free Hits

- If a wide or no ball is bowled in the first to fifth ball of an over, the next ball is a 'Free Hit'.
- In the case of a 'Free Hit', the fielding team **must** stay in the positions they were in at the moment the delivery was made. Minor changes to the field placements may be made when Left/Right handed batters have changed ends.

- The only way a batsman can be out from a 'Free Hit' is Run Out. To be run out you must be attempting a run, or started to and changed your mind. Simply being out of your crease and being 'stumped' does not apply as a dismissal on a free hit.
- If a batsman hits a delivery that is a no ball, they score 1 run plus whatever runs are scored from the shot. The next ball remains a FREE HIT BALL. If the batsman decides to leave or misses a delivery that is deemed a no ball, they score 1 run for the no ball and the next ball is a 'Free Hit'.
- If a batsman hits a delivery that would have been a wide, they only score runs made from that shot and they may be out in all the normal ways. If the batsman decides to leave or misses a wide delivery, they score 1 run for the wide plus any they may run and they could score more from the next ball which is then a free hit.
- Where a wide or a no ball is bowled on the last ball of an over, 2 runs will be scored as no 'Free Hit' can be given as the maximum deliveries in an over are 6.

Scoring

Runs scored as per a typical cricket game. However, on the last ball of the over, 2 runs are awarded for wides & no balls (plus any actual runs scored).

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.

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) 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