

SEPTEMBER 2017



DIFFERENT AGES – DIFFERENT STAGES

DISTRICT

Boys & Girls

Year 7

11-12 year olds

Year 8

12-13 year olds





DISTRICT OBJECTIVE



Accelerated Skill Development



Action packed



Fast paced



Maximum involvement

	BATTING	BOWLING	FIELDING
Accelerated Skill Development	Ability to hit the ball into gaps increased boundary scoring options, especially between mid-off and mid-on.	Continued development of a repeatable bowling action for a longer duration	Anticipation and diving for the ball to create opportunities Wicketkeeping: Awareness of positioning
Action Packed	Recognising which balls are easier to hit powerfully (Decision making)	Improved accuracy + More wickets = Further Successes	Anticipating each ball
Fast Paced	Expect to score off every ball	With improved accuracy, there will be less time spent on re-bowling extras	Opportunity to dive and stop the ball, along with being able to chase and throw to initiate runouts
Maximum involvement	Batters will have the ability to build an innings	Bowlers can bowl to field placements	Players can be involved in an attacking or defensive field set, depending on the situation of the game

Different Ages – Different Stages



Pitch Type Length:

- Grass or artificial surface can be used
- 18 meters pitch length (stumps to stumps)

Player Numbers:

- 9 players per team

Overs Per Team:

- 40 overs maximum per team to be bowled (240 balls based on no extras being bowled)

Time:

- 330 minutes (Game can be completed in 5.5 hours)

Boundaries:

- A maximum of 45 meters, taking the measurement from the middle of the pitch

Batting:

- Batters must face a minimum of 6 balls (after the 6 balls all dismissals apply) **this is negotiable and can be used by associations if they wish**
- Compulsory retirement for batters; 20 overs cricket - 30 balls, 30 overs cricket - 45 balls, 40 overs cricket - 60 balls. Retired batters can return after all other batters have batted
- All balls, including wides and no balls will be added into the batters ball count
- If a batter gets out, the batters change ends, and the agreed penalty for the dismissal can be applied

Bowling:

- The bowling will take place in 5 over chunks from one end and then swap for the next 5 overs at the other end.
- Bowling directives for bowlers; Players are to have the following compulsory maximum over totals:
 - 20 overs cricket - 4 overs per game, 20 overs for tournaments
 - 30 overs cricket - 5 overs per game, 20 overs for tournaments
 - 40 overs cricket - 7 overs per game, 20 overs for tournaments
 - Maximum of 4 overs spell per game or during tournaments
 - Tournaments are those of 3 days or longer in length
- All overs are 6 ball overs with a maximum of 8 balls if extras are required to be bowled.
- Run ups for bowlers should not exceed more than 15 meters (from the stumps)

Fielding:

- No fielder is to be within 10 meters of the striking batter or another fielder to encourage more singles and safety

Dismissals: associations may choose what dismissals to use

- All dismissals apply
- Major Associations have the option to have additional consequences for wickets e.g. If a batter gets out within their minimum 6 balls. The batters simply change ends, and the agreed penalty for the dismissal can be applied

Tournament Teams:

- Teams may bring 11 players to 9-a-side tournaments and rotate players throughout the tournament

EQUIPMENT



Ball:

Approved 142gms, 2-piece ball. The match ball does not have to be new, however umpires must agree it is fit for play



Protective Equipment:

Helmets, with a faceguard are mandatory for junior cricketers (under 19) - refer to the NZC Helmet Policy or NZC Game on Resource

Pads, Gloves & Abdominal guard (males)



Additional:

2 sets of stumps with bails, ideally 1 set of portable stumps is required (to ensure pitch length requirements are met)

Cones - to mark reduced boundary

Chalk/Tape to mark reduced pitch length & crease marks

Tape measure or a pre-measured string may be required