

Primary Grades

Pairs Cricket Grade Conditions



Girls Year 5/6 – Super 8

Full conditions as at the start of the 2018/19 season
(updated 7 September 2018)

Print a copy of these and take with you on match day (links on Grade Info Website page)

Grade Managers –

Mike Dunlop - Phone: 021 969299 email: girls@cjca.org.nz

Coaches of teams in this grade should email their contact information to the Grade Manager or ensure their Club Convenor has them so contact information can be maintained by the CJCA so the CJCA can be in contact with you during the season if needed.

View and print a score sheet for this grade from the link in the Grade Info website page (www.cjca.org.nz) for this grade

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 GIRLS in Year 5 & 6 at school but talented Year 4's can also be included. It is the stepping stone into the Yr 7 & 8 Hardball OR Softball grades.

Should entries be of a volume the grade 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, wicket keeping and fielding so no competition points are allocated nor finals played.

Playing Conditions

Eligibility	<p>Players are encouraged to play in the year group they are currently in at school.</p> <p>Should players wish to play down due to being new to the game or other circumstances Clubs should apply for a dispensation prior to the start of the season detailing the name of the players which team they wish to play for a brief explanation of why a dispensation is required for the player to play DOWN a grade.</p> <p>Players may play up in grade but parents/caregivers must be aware of the risks involved in playing ahead of their current school year.</p>
Start time	<p>9am on a Saturday morning.</p>
Venues	<p>Matches will be played at School, Club or Council Grounds.</p> <p>Parents or Caregivers and Players are asked to respect all grounds and should report any damage (broken windows etc.) to their Club or School Convenor.</p>
Team Size	<p>All pairs cricket grades - 8 a side</p>
Dealing with less than 8 players	<p>Teams with less than 8 players should enquire if the opposition has additional players to balance the teams.</p> <p>Should teams have less than 8 players in Year 5 more players are permitted to bowl 3 overs – no bowler should bowl a 4th over until all others have bowled 3.</p> <p>Coaches should look to ensure all players have an equal opportunity to bat twice or bowl additional overs throughout the season if necessary.</p> <p>Where possible opposition players should be asked to field to ensure there are 8 players in the fielding team.</p>
Dealing with more than 8 players	<p>In Year 6 if more than 8 players bat, each pair shall bat for 4 overs instead of 5.</p> <p>If more than 8 players are used (10 bowlers max), each bowler bowls a minimum of 2 overs.</p> <p>ONLY 8 PLAYERS MAXIMUM SHOULD FIELD AT ANY ONE TIME – Additional players should be rotated on and off the field</p>
Pitch Length	<p>16 metres</p>
Boundaries	<p>Year 6 – 35 metres or natural boundaries</p> <p>Marked indicators (cones etc.) or a stream, path, another match, anything that is dangerous or stops the forward momentum of the ball that may be closer than these guidelines. If this occurs a four or six is signalled.</p>
Balls	<p>Year 5/6 “Super 8” – “Match” Incrediball.</p>

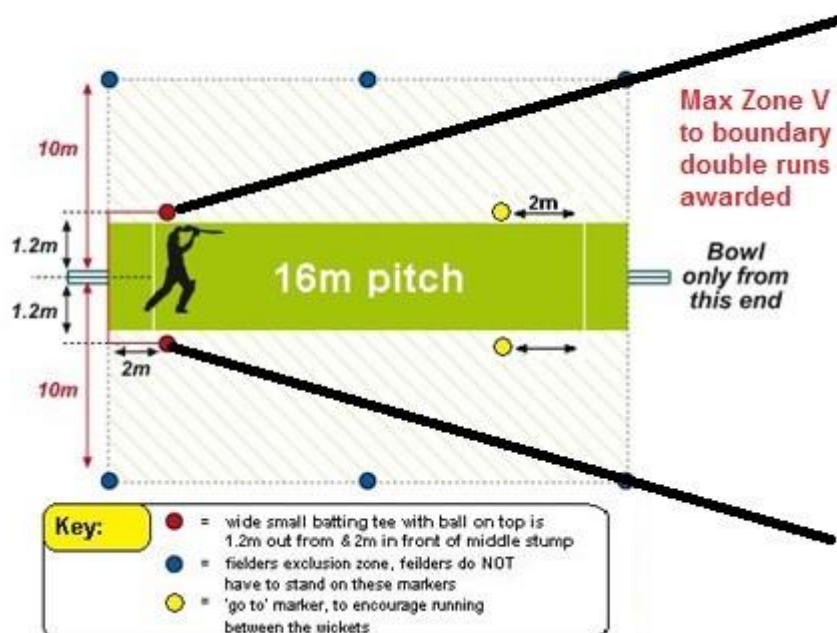
Equipment	<p>SMALL Hitting tees should be used in Year 5/6.</p> <p>Ideally 2 tees should be set up to accommodate both right and left-handed players batting at the same time.</p> <ul style="list-style-type: none"> • <u>Batters must wear a helmet, at least one batting pad on the front leg and gloves.</u> • Wicket keepers must wear a minimum of keeping gloves. A helmet MUST also be worn, if keepers stand up to the wickets. <p>Each team is required to provide 3 stumps and a ball. This includes stumps suitable for artificial pitches if required or applicable. Clubs/Schools should supply teams with sufficient cones to mark boundaries.</p> <p>Teams need to mark the MAX Zone with cones as per Pitch Map included in Appendix to these Rules.</p>
Match Length	Year 5/6 – 20 overs per side (one innings each)
Bowling Direction	All bowling from the same end
Run Up Length	Year 5/6 – 10 metres
Fielding exclusion zones	<p>A 10 metre fielding exclusion zone exists, up to Year 6 these should be marked by cones, where no fielder is allowed inside until the batter <u>has played their shot</u>.</p> <p>This is extended so no fielder may be within 10m of the bowler's end stumps.</p> <p>No runs can be taken when the ball is being passed back to the bowler from the keeper</p> <p>Note that fielders DO NOT have to stand where the fielding exclusion zone markers are placed – just level or beyond the markers.</p> <p>They should also not enter the zone until AFTER the batter <u>has played their shot</u>.</p>

MAX Zone

Years 5 & 6

In Year 5/6 this zone exists to encourage players when possible to hit in the "V"

It should be indicated by the placement of cones 10 metres either side of the bowlers stumps.



- Any run scored off the bat into the '**Max Zone**' will be doubled. The Max zone applies to any shot played into the V.
- This zone starts if the ball passes the bowlers stumps, goes between the cones at the bowler's end and extends all the way to the boundary.
- 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.
- A maximum of two fielders plus the bowler may field within this zone.

Fielding guidelines

Coaches and Managers are encouraged to rotate fielders through positions so they get an opportunity to field in most positions including wicket keeper.

<h1>Batting</h1>	<ul style="list-style-type: none"> • One innings of 20 overs each team • Eight batters are placed into pairs numbered 1-4 by coach/captain. • Each pair will bat together for 5 overs • This is a minimum of 30 balls and we would like each batter to face a minimum of 15 balls so batters may need to be told to change ends to achieve this. <p><u>The scorer can advise the umpire when they feel it is getting near the end of the allocated overs and one batter has some catching up on balls faced to do.</u></p> <p>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 receives 3 bonus runs add to their Batting total as EXTRAS.</p> <p>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 the run should be allocated 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.</p> <p>The next batting pair must be ready to bat immediately following the previous pair's innings. If a team is carrying an extra 1 or 2 players the number of overs per pair should be reduced to 4.</p>
<h2>Dismissals</h2>	<p>Year 5/6 - Players can be bowled, caught, stumped, hit wicket and run out.</p> <p>There are no LBW's</p> <p>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.</p> <p>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.</p> <p>PLAYERS REMAIN BATTING WHEN THEY ARE OUT – an out is recorded with a X in the scorebook and the bowler credited with a wicket – catches should be recorded against the player who took the catch in a column of the new scoresheets.</p>
<h2>Dismissal Values</h2>	<p>Each dismissal shall have a value of the 3 runs to the bowling team to be added to their batting score as EXTRAS.</p>

Bowling

Year 5/6

- **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 an 8 meter run up.**

Where a team has 8 players, four bowlers bowl 2 overs and four bowl 3 overs – no bowler may bowl a 3rd until everyone else has bowled 2. If more than 8 players are used (10 bowlers max), each bowler bowls a minimum of 2 overs.

When a team has less than 8 players Coaches should look to ensure all players have an equal opportunity to bat twice or bowl additional overs throughout the season if necessary.

WHAT CONSISTUTES A WIDE OR NO-BALL

A “Wide” Ball will be called if ...

Year 5/6 - Any ball that passes outside the offside cone and is not hit by the batter shall be deemed a 'wide'. Any ball passing halfway towards the legside and is not hit by the batter should also be called wide.

Wide/No-ball FREE HIT cones exist to create more balls in play for batters and fielders IN YEAR 5/6.

A No Ball will be called if ...

- the ball bounces **TWO** 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.

Bowlers MUST be coached to bowl with a straight arm and avoid ‘throwing’ the ball. Those that find this difficult should bowl from a standing, side on position, starting with a straight arm against their back leg and aim to release the ball at the 12 o’clock position. There is no penalty for a thrown delivery at this grade.

NO-BALL MANAGEMENT

No Balls are not normally called for throwing but players **must be encouraged to bowl with a straight arm.**

We do not want a bowler to achieve ‘an unfair advantage’ by using an ***obviously*** incorrect action, so if a wicket is gained or it is felt that a batter is being intimidated then the umpire should take action. ***i.e. a batter should not be given out from an obvious thrown ball.***

Ideally a word with the opposition coach/umpire will be sufficient for them to have a word with the bowler as soon as the action is noticed. We do not want to discourage bowlers from practicing in a match but also need to protect batters. In the extreme, a no ball can be called, if an obvious thrown delivery results in a wicket being taken.

<p>FREE HITS following WIDES & NO-BALLS</p> <p>Year 5/6 Girls</p>	<p>In Year 5/6 Super 8 should wides or no-balls be bowled players should receive a FREE HIT OFF CONES set up on each side of the wicket beside the batter.</p> <p>Wides and No-Balls are not rebowled in YEAR 5/6 Girls</p> <p>Batters should remain on-strike if they receive a Wide or No-ball and take their Free Hit.</p> <p>Free hits in these grades can only result in RUN OUTS.</p> <p>Right hand batters must hit off the right batting tee and left hand batters off the left batting tee. <u>A batter only gets one swing at a free hit.</u> The ball must be hit forward of the wicket on the off-side. The batter only gets the runs scored from the hit off the cone.</p> <p>Should a ball be hit behind point or on the legside the batter should be allowed to retake the hit and coached where they are permitted to hit the ball.</p> <p>The fielding side must remain <u>in their original positions</u> 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'.</p> <p>The non-striker may stand at the 'go to marker' (Year 3 & 4) 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.</p>
<p>Scoring</p>	<p>Score sheets are available from the CJCA website – see links in GRADE INFO section.</p> <ul style="list-style-type: none"> • Each team's score starts at Zero. • 3 runs are added to the bowling side for each dismissal obtained. • No extra runs scored for wide's or no balls other than the runs obtained from hitting off the cone.
<p>Health and Safety</p>	<p>Pre-match each coach should ensure the field is fit for play.</p> <p>Coaches are to ensure fielders are a safe distance from the facing batsmen (and outside the fielding exclusion zone) and wearing the appropriate safety equipment.</p> <p>Should coaches or managers notice any hazards either on the ground they are playing at or in the wider park they should inform their Club Convenor who will communicate with the CJCA.</p> <p>Should players be significantly injured during a match the coach/manager should advise the Club/School Convenor this includes any injury that requires hospitalization or is a head injury.</p> <p>All teams should be supplied with a First Aid Kit.</p>

Draws	<p>Draws will be available through the link on our website from Tuesday each week.</p> <p>If there are changes to draws after they are published Junior Club Convenors will be informed.</p>
Results and Points Allocation	<p>Matches may be scored via the CricHQ app or entered from a manual scoresheet after the match.</p> <p>As more than 8 wickets may be taken under the new Pairs format all wickets taken should be recorded against bowlers and Gross scores of batters recorded.</p> <p>At a minimum a match summary i.e. team score totals with winner and losers identified should be entered into the CricHQ system. Coaches, Managers or Scorers wishing to be able to record or enter results should contact their Club or School Convenor so they can be given user rights to do so.</p> <p>Points for games will be:</p> <ul style="list-style-type: none"> • Five points for a win. • Three points each for a tie or weather abandoned game. <p>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.</p> <p>There is also a shield available in this grade. The holder carries over from the previous season and carries it with them until they lose it. The winner should transport it in the bag provided and make sure it is available at the next match. The holder should notify the grade manager at the end of each half season where it will be stored, so we know where it is for the next round of matches.</p>

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.

Over-arching Rules and Guidelines: Each grade is to provide players with a fun, fair & learning game with a connection to 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 or General 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. Clubs/Schools should supply teams with sufficient cones to mark boundaries.

<p>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 2818961; Email: mfisher@christchurchmetrocricket.com as soon as possible.</p>
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Code of conduct: The code of conduct published on our website applies to all players, coaches, parents and others at all games.

APPENDICIES

Pitch Maps

16 metre – Year 5 grades

