

Intermediate grades

Year 7 & 8 Morning Grade Conditions

As at 11 May 2020

Full conditions for 2020/21 season



Please print a copy of these and have available on match day.

Grade Managers –

Year 8 – John Quirk jandlaq@gmail.com 027 5743723

Year 7 – Rachael and Alan Hemingway h3mingway@xtra.co.nz 027 2030150

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

- **Maximum Involvement, Accelerated Skill Development, Fast Paced & Action Packed.**
- **Positive attitudes and behaviour 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 & 8 but talented Year 6 players can also be included into Year 7. It is split into various sections, the number of which will be determined by the number of teams entering this grade. **The top grades are called Yr 7 & 8 Premier and they have their rules.**

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 and bowlers should share the overs.

Playing Conditions Summary

- 9.00am start to approx 12.00pm/12.15pm finish. **Toss to be done by 8.45**
- **In many instances there will be games scheduled on pitches for the afternoon so PACE OF PLAY is important and the below guidelines should be adhered to.**
- Coaches to ensure an equivalent of 20 overs per hour are maintained and that the change of innings are completed as quickly as possible. Duration should therefore be 3 hrs.
- **5 overs bowled at the same end.** No bowler bowls successive overs.
- Pitch length: 18m
- 9-a-side – try and avoid carrying extra players
- **30 overs per innings – one innings per side – 6 ball maximum per over.**
- Max 5 overs per bowler. **No bowler may bowl a 4th over until ALL others have bowled 3.**
- **6 ball Grace Period for all batters – THREE Bonus runs for the bowling side for dismissals inside the first 6 balls for each batter.**
- **NEW IN 2019 - Batters dismissed during their “Grace Period” may not return as a retired batter if they reach their retirement limit.**
- Compulsory retirement at the end of the over having faced 30 deliveries, **INCLUDING wides and no balls.** Once all players have batted, those batters who have been retired (**not including those dismissed during their grace period**) can return in the order they retired. Coaches are NOT allowed to retire batters earlier than these delivery limits unless they are playing with more than 9 players and spreading the innings equally. **Last man standing applies.**
- Wides and no-balls score 1 run plus any extra runs scored and ARE NOT REBOWLED, except in the final over of each innings, when 6 legitimate balls must be bowled.
- The ball after a **NO BALL becomes a ‘free hit’** so the only dismissal mode is run out.
- If the last ball (up to 6) of an over **is a wide or no ball then 2 runs are awarded** as no free hit for the no ball can occur. This can be manually done by scorer by added a additional run after a wide or no-ball is recorded
- 142g leather ball from Kookaburra range.
- 40m boundary, where possible
- No fielders should be within 10m forward of the wicket of the batsmen on strike.
- Back foot LBW applies

Player numbers

- 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 up the 9 batters. **The additional batter(s) are selected by the least number of balls faced. Any batter who is retired returns to bat before the additional batters.** 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. Teams are encouraged to make this offer.
- If a team has more than 9 players, only 9 may field at any one time. All players can participate by bowling and batting but the team score concludes when the 9th wicket is taken, if playing a team with 9 (see next bullet).
- 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. The innings then stops when the 9th wicket is taken, provided both teams are playing with the same number.
- 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

- Batters who are dismissed within the first 6 balls they face in their innings will not be fully out instead they shall remain "IN" and the bowling side shall receive a bonus 3 runs to be added to their batting score. (New) Players dismissed with the "Grace Period" may not return as a retired batter if they reach the retirement limit.
- WHEN DISMISSED WITHIN THE FIRST 6 BALLS THE BATTER SHOULD CHANGE ENDS WITH THE NON-STRIKER
- Taking into account the above rule Players bat until they are 'Out' or until the end of the over in which they have faced 30 balls (**INCLUDING** wides and no balls) when they must retire. Retired batsman can return to bat, in the order that they retired and once all other batsman have been 'Out' or retired.
- **LAST MAN STANDING** - A single remaining batter should continue batting, changing ends as necessary to receive strike. Only the not out batter can face the bowling. The last batter out remains at the crease to play like a non-striker. Either batter 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 batters 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. Further runs scored don't change the winning target but will enable players on both sides to develop further. **It is not necessary for scoring to continue from this point.**
- Batters should also note the Wide/No Ball provisions below to increase their team score.
- The batting order shall be rotated from game to game in a manner that provides all batters 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 batters should not regularly open.
- Players can be 'Out': bowled, caught, run out, stumped, hit wicket, or LBW.

Fielding Restrictions

There are to be no players fielding within ten (10) metres of the batter in an area from point, forward of the wicket in a circle to down leg side of the batter. 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 to be applied in this grade

LBWs may only be given when the bowling team appeals and if the ball;

1. is pitched in line with the stumps AND
2. hits the batter on the pads in front of the stumps, before hitting the bat AND
3. the ball was definitely going to hit the stumps AND
4. **the player has gone onto the back foot and stayed on the back foot.**

This means the player cannot be given out if the ball is pitched outside the line of the stumps (leg or off side) OR has played forward - even if the player is hit on the back pad or foot.

Whilst an LBW can be given under these rules, the intention for it only to be awarded when there was no doubt whatsoever in the umpire's mind that the above conditions applied. **ANY doubt – not out.**

Bowling

- Max 5 overs per bowler. Coaches are to ensure that all team members bowl the same number of overs during the season - on an equivalent availability basis. **No bowler may bowl a 4th over until ALL others have bowled 3**
- 5 overs bowled at the same end to speed up the innings. **No bowler can bowl successive overs.**
- Overs to be a maximum of 6 balls except the last over which must be 6 legitimate deliveries.

A Wide will be called if ...

- **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 on the offside and halfway to that on the legside should be the guide.**
- If the ball is struck by or hits the batter then it is not a wide. The batting side is awarded 1 run for each wide or no ball, plus any additional runs scored. However, in the last over, 6 legitimate deliveries must be bowled. 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, **except in the last over.**

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.
- 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.
- A no-ball should also be called in the unlikely event of 3 or more players fielding behind square on the legside at the point of delivery

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.**

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.

Free Hits

- **If a 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 batter 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 batter hits a **Free Hit** 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 batter 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 batter hits a delivery that would have been a wide then it becomes a 'normal' delivery and they only score runs made from that shot and may be out in all the normal ways. If the batter 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 remains a free hit.
- Where a wide or a no ball is bowled on the 6th 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

Score sheets are available from the CJA website, see links in GRADES INFO section. Runs scored as per a typical cricket game. However, on the 6th ball of an over, 2 runs are awarded for wides & no balls (plus any actual runs scored). Dismissals of batters inside their first 6 balls should be recorded and credited to the bowler. A total of the number of such dismissals should be noted and multiplied by 3 and added as EXTRA's to the Bowling teams - Batting total.

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 **AT ALL TIMES.** 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 afternoon each week. Please note that the website draw is updated with changes and Club Convenors will be advised of changes after the initial publication of the draw.

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.

There is also a shield available in these grades. 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.**

See the CJCA website 'Submit Results' page for further details. **The winning teams should enter the result.** Should one team enter a score summary and another team enter a FULL result the CJCA should be contacted so the most comprehensive result can be entered.

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.

In Year 6 only the Grade Conditions shall change to those of **Year 7 AFTER CHRISTMAS** – player numbers remain the same and should a team not have 9 players available for a match under Year 7 rules a batter should be given an opportunity to bat again and the opposition should be approached to loan a fielder.

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 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.

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 - (03) 281 8961 Mobile 027 286 0419; Email: mfisher@christchurchmetro.com as soon as possible but with at least ONE WEEKS notice.

Code of Conduct: The code of conduct published on our website applies to all players, coaches, parents and others at all games

Health and Safety: Pre-match each coach should ensure the field is fit for play. 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.

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.

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. All teams should be supplied with a First Aid Kit.

Venue Management: Matches will be played at School, Club or Council Grounds.

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.