

Intermediate Grade Conditions

Intermediate Girls Hardball



Grade Conditions As at 7th August 2021

Full conditions as at the start of the 2021/22 season

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

Grade Managers –

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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

Notwithstanding the following grade conditions; the 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 opposition.)

The objective of this grade is to provide girls up to Year 8; a traditional format of cricket that encourages the girls to continue to develop their technique, enjoyment and understanding of the game, while still encouraging the girls to participate in all facets of the game. They should enjoy a high standard of skill and competition while still focusing on fun and team spirit which are all major objectives of this grade.

The grade is primarily aimed at intermediate girls in Years 7-8 at the start of the season, however, confident younger skilled players may play ahead of their age whereas less experienced older players may also benefit from playing in a grade younger than their current school year.

Dispensations to play down must be registered with the CJCA prior to playing but players (and their guardians) **playing up** must accept the responsibility for any risk factors that arise from this.

Should entries be of a volume the grade will be 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 Summary

Eligibility	<p>Players are encouraged to play in the year group they are currently in at school. Intermediate Hardball is primarily Years 7-8.</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, remove all rubbish and should report any damage (broken windows etc.) to their Club or School Convenor. If Toilet keys are used, the school <u>must</u> be secured and keys returned to lock boxes.</p>
Team Size	<p>9 Aside</p>
Dealing with less than 9 players	<p>Teams with less than 9 players should enquire if the opposition has additional players to balance the teams.</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 9 players in the fielding team.</p>
Dealing with more than 9 players	<p>In Intermediate Girls hardball if more than 9 players bat, if more than 9 players are used (10 bowlers max), each bowler bowls a minimum of 2 overs.</p> <p>ONLY 9 PLAYERS MAXIMUM SHOULD FIELD AT ANY ONE TIME – Additional players should be rotated on and off the field</p>
Pitch Length	<p>18 metres (Yellow lines on artificials)</p>
Boundaries	<p>Intermediate Girls – 40 metres where possible 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>
Ball	<p>142g leather ball from approved manufacturers</p>

Equipment	<p><u>Batters must wear a helmet, both batting pads and gloves.</u></p> <p>Wicket keepers must wear pads, keeping gloves and a helmet MUST also be worn.</p> <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>Anyone giving throwdowns (adult or child) should also wear a helmet when using a hardball.</p>
Match Length	Intermediate Hardball– 20 overs per side (one innings each)
Bowling Direction	5 Overs to be bowled from each end.
Run Up Length	Intermediate Hardball – 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>
Fielding guidelines	Coaches and Managers are strongly encouraged to rotate fielders through positions so they get an opportunity to field in most positions including wicket keeper. The Wicket keeper can be changed every 5 overs with the batting partnerships to save time.

Player numbers	<ul style="list-style-type: none"> ● 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
Ball	<ul style="list-style-type: none"> ● A 142g leather ball from the Kookaburra range must be used.
Batting	<ul style="list-style-type: none"> ● The batting order is rotated from game to game so that all batters have the same opportunity to bat during the season. While reluctant players should not be required to open an innings they should be encouraged to bat 3 and 4 and they should not have reduced opportunities to bat and the same batters should not mostly open. ● Batters who are dismissed within the first 6 balls they face in their

	<p>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. Batters may be fully dismissed from the 7th ball – NO BONUS RUNS FOR THAT DISMISSAL.</p> <ul style="list-style-type: none"> ● Taking into account the above rule Players bat until they are 'Out' or until the end of the over in which they have faced 25 balls (INCLUDING wides and no balls) when they must retire. Where retirements occur, they may only take place at the end of an over. Retired batters can return to bat, in the order that they retired and <u>once all other batsman have been 'Out' or retired</u> with the exception of those dismissed during their “Grace Period” ● Batters dismissed during their “Grace Period” may not return as a retired batter if they reach their retirement limit. ● A team’s batting score is always complete when the available overs have been bowled or when all 9 batters have lost their wicket. ● Last Girl standing - A single remaining batter continues 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, it is with strong encouragement by the CJCA, the remaining overs be bowled. In such cases, the batters to be used again will be in the order of those facing the least balls in their innings. Further runs scored don’t change the winning target or result (original score should be circled) but will enable players on both sides to develop further. ● Players can be 'Out': bowled, caught, run out, stumped, hit wicket, or LBW (Back Foot LBW only see below).
<p>Backfoot LBW</p>	<ul style="list-style-type: none"> ● BACKFOOT LBW to be applied in this grade <ul style="list-style-type: none"> ○ LBWs may only be given when the bowling team appeals and if the ball; ○ is pitched in line with the stumps AND ○ hits the batter on the pads in front of the stumps, before hitting the bat AND ○ the ball was definitely going to hit the stumps AND ○ 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. ● 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.
<p>Fielding Restrictions</p>	<ul style="list-style-type: none"> ● 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.
<p>Bowling</p>	<ul style="list-style-type: none"> ● Max 4 overs per bowler. Coaches are to ensure that all team members bowl the same number of overs during the season - on an equivalent

	<p>availability basis. No bowler may bowl a 4th over until ALL others have bowled 3.</p> <ul style="list-style-type: none"> ● 5 overs bowled at the same end to speed up the innings. No bowler can bowl successive overs.
<p><u>A Wide will be called if ...</u></p>	<ul style="list-style-type: none"> ● Any ball that passes a batter so wide that they are 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. batters can run). ● No extra balls are bowled for wides or no balls, except in the last over
<p><u>A No Ball will be called if ...</u></p>	<ul style="list-style-type: none"> ● 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 ● NB: 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 <u>obviously</u> incorrect action, <u>so if a wicket is gained or it is felt that a batter is being intimidated then the umpire should take action.</u> ● 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 <u>obvious</u> thrown delivery results in a wicket being taken.
<p>Free Hits</p>	<ul style="list-style-type: none"> ● If a NO BALL is bowled in the FIRST to SEVENTH balls 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

	<p>deemed a no ball, they score 1 run for the no ball and the next ball is a 'Free Hit'.</p> <ul style="list-style-type: none"> ● 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 8th ball of an over, 2 runs will be scored as no 'Free Hit' can be given as the maximum deliveries in an over are 8.
<p>Scoring</p>	<ul style="list-style-type: none"> ● Score sheets are available from the CJCA website, see links in GRADES INFO section. ● Games can also be scored through the CricHQ App ● Runs scored as per a typical cricket game. However, on the 8th 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.
<p>Safety</p>	<ul style="list-style-type: none"> ● Batters must wear batting pads, gloves and a helmet with a grill. ● A wicket keeper must wear gloves, pads on both legs, it is also compulsory that wicket-keepers wear a helmet with face guard (as per NZC Helmet policy) when standing up to the wicket (within 10m of the wickets)
<p>Draws</p>	<ul style="list-style-type: none"> ● Draws will be available through the link on our website from Tuesday afternoon each week. <ul style="list-style-type: none"> ○ 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.
<p>Results & Points allocation</p>	<ul style="list-style-type: none"> ● 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 team 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 Grade conditions

School years – IN GIRLS GRADES	<ul style="list-style-type: none"> ● a player remains eligible for the WHOLE season in that grade if eligible for that grade in October.
Grade Objectives:	<ul style="list-style-type: none"> ● 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	<ul style="list-style-type: none"> ● 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	<ul style="list-style-type: none"> ● 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	<ul style="list-style-type: none"> ● 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	<ul style="list-style-type: none"> ● Each team is required to provide 3 stumps, 2 bails and a ball. This includes stumps suitable for artificial pitches if required.
Defaults	<ul style="list-style-type: none"> ● 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 the Competitions Manager Mike Fisher - (03) 281 8961 Mobile 027 286 0419; Email: mfisher@christchurchmetro.com as soon as possible.
Code of Conduct	<ul style="list-style-type: none"> ● The code of conduct published on our website applies to all players, coaches, parents and others at all games

APPENDICES

Pitch Maps

18 metre – Intermediate Hardball

No fielders to be within 10m of a striker

