

Intermediate Pairs Cricket Grade Conditions

Intermediate Girls Incrediball PRE-CHRISTMAS



This grade will change after Christmas to Intermediate Hardball rules (with the exception of the ball)

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 modified 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 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 Summary

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	9am on a Saturday morning.
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	Team will remain at 8-aside for the season.
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 Intermediate Girls Incrediball 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	18 metres (Yellow lines on artificials)
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>
Balls	Intermediate Girls Incrediball – “Match” Incrediball.

Equipment	<p>SMALL Hitting tees should be used pre-christmas .</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. <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>
Match Length	Intermediate Incrediball – 20 overs per side (one innings each)
Bowling Direction	5 Overs to be bowled from each end.
Run Up Length	Intermediate Incrediball – 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.

Batting	<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 added 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>
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	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.
Dismissals	Intermediate- Players can be bowled, caught, stumped, hit wicket and run out. Back foot LBW. 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. 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. PLAYERS REMAIN BATTING WHEN THEY ARE OUT – an out is recorded with an 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.
Backfoot LBW	<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.
Dismissal Values	Each dismissal shall have a value of the 3 runs to the bowling team to be added to their batting score as EXTRAS.

Bowling Intermediate Incrediball	<ul style="list-style-type: none"> ● Bowling switches end every 5 overs. ● 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 a 10 metre run up. <p>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.</p> <p>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.</p>
WHAT CONSTITUTES A WIDE OR NO-BALL	<p><u>A “Wide” Ball will be called if ...</u></p> <p>Intermediate - 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.</p> <p>Wide/No-ball FREE HIT cones exist to create more balls in play for batters and fielders in Intermediate Incrediball.</p>

	<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. (Bowlers can bowl from a shorter distance if required). • if the delivery would have passed over the waist <u>on the full</u> 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. <p>Bowlers MUST be <u>coached</u> 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.</p>
<p>NO-BALL MANAGEMENT</p>	<p>No Balls are not normally called for throwing but players must be encouraged to bowl with a straight arm.</p> <p>We do not want a bowler to achieve 'an unfair advantage' by using an <i>obviously</i> 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>i.e. a batter should not be given out from an obvious thrown ball.</i></p> <p>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>

<p>FREE HITS following WIDES & NO-BALLS</p> <p>Intermediate Incrediball</p>	<p>In Intermediate incrediball 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 Intermediate Incrediball</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>NEW 2021/22 FREE HIT CONES PLACEMENT – to be placed 1m in front of Batters crease. Both cones should have balls on them.</p> <p>Free hits (OFF TEE)– Batter must start Free Hit from Centre of Crease – Batter may hit either ball forward of the wicket. A batter only gets one swing at a free hit. The batter only gets the runs scored from the hit off the cone.</p> <p>Should a ball be hit behind point 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>Scoring</p>	<p>Score sheets are available from the CJA website – see links in the 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.

	<ul style="list-style-type: none"> • No extra runs scored for wide's or no balls other than the runs obtained from hitting off the cone.
Health and Safety	<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 by their clubs.</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>
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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>
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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 Incrediball

GIRLS INTERMEDIATE INCREDIBALL



Free Hits off cones pre-Christmas

Tees 1m in-front of batters

