

Junior Pairs Cricket Grade Conditions

Junior Girls Incrediball



Grade Conditions as at 12 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 –

Cat Quinn - Phone: 027 2981031 email: cat@cjca.org.nz

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 6; 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 Junior girls in Years 4-6 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.</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>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>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, Blue lines on artificials</p>
Boundaries	<p>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>“Match” Incrediball.</p>

Equipment	<p>SMALL Hitting tees should be used.</p> <ul style="list-style-type: none"> • Batters must wear a helmet, at least one batting pad on the front leg and gloves. • 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	Year 5/6 – 20 overs per side (one innings each)
Bowling Direction	All bowling from the same end
Run Up Length	Junior Girls 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>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>

<p>MAX Zone</p> <p>Junior Girls Incrediball</p>	<p>NO MAX ZONE</p> <div style="text-align: center;"> <p>Year 5 and Year 5/6 Super 8</p> <p>No fielders to be within 10m of a striker</p> </div>
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.

Batting

August 2021 – from the start of the 2021/22 season there will no longer be a MAX zone

- 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.
- In Super 8 as there are No Additional Balls bowled each player should face 15 balls.

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.

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.

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.

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

Junior Girls Incrediball - **Players can be bowled, caught, stumped, hit wicket and run out.**

There are no LBW's

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 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.

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

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 CONSTITUTES 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.

**FREE HITS
following
WIDES &
NO-BALLS**

**Junior
Incrediball**

- Once a No Ball or Wide has been called the on-strike batter should be held on-strike and the Umpire indicate a “Free Hit”
- **If a No Ball delivery is hit for a Boundary by a batter this boundary should stand and no Free Hit be taken**
- The batter has one opportunity to hit a ball from **EITHER TEE.**
- **TWO BATTING TEES WITH THE BALL USED FOR THE GRADE SHOULD BE SET UP 1.2 METERS WIDE OF THE MIDDLE STUMP AND 1 METRE FORWARD OF THE BATTERS CREASE**
- **The batter must start the Free Hit from his crease and may move toward either ball to hit the ball**
- The ball must be hit forward of the batter – should a batter hit the ball backward of point on either side they should be allowed to retake the Free Hit so they learn the rules for this grade.
- 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.
- Fielders should be made to be alert as the Free Hit is taken as all fielders forward of the wicket including the bowlers may need to deal with the ball coming to them

BACKGROUND ON CHANGE

In order to involve more fielders and promote use of more of the available space in the field - 180 degrees of options now are available to players as opposed to the previous 90 degree limitation.

Batters should be encouraged to identify space on either side of the wicket and move towards the ball on the tee and strike cleanly

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 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.

Scoring

- Score sheets are available from the CJCA website – see links in GRADE INFO section.
- **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.**

**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.

	<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>
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<p>Draws</p>	<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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<p>Results and Points Allocation</p>	<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

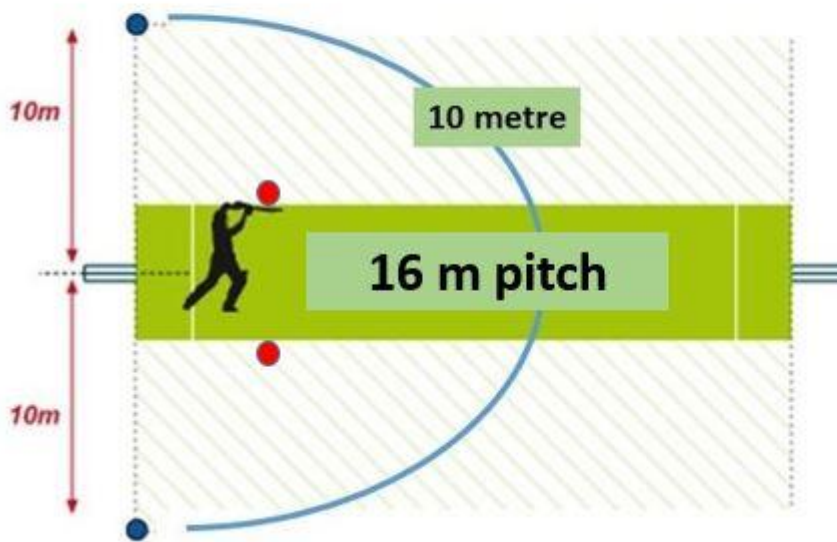
APPENDICES

Pitch Maps

16 metre – Year 5 grades

Year 5 and Year 5/6 Super 8

No fielders to be within 10m of a striker



KEY	
●	Fielder exclusion zone
●	Small Tee with ball on top. 1m in front of crease. • Hardball Year 6 • Incrediball Year 5/6 Batter must start from crease and may hit either ball forward