

Pairs Cricket Grade Conditions



Kiwi, Years 3 & 4

Full conditions as at the start of the 2022/23 season
(updated 18 July 2022)

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

Grade Managers –

Kiwi and Year 3 & 4 - Cat Quinn 027 298 1031 kiwi34@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, bowl and wicket keep in every match.
- **Fun** - with an emphasis on cricket skills development- batting, bowling, wicket keeping and fielding.
- **Maximum Involvement, Accelerated Skill Development, Fast Paced & Action Packed.**
- **Positive Attitudes and Behaviours on and off the pitch.**

Grade Objective

These grades are for players from School Years 1-4 - players may progress from younger grades or enter the sport at any stage along this pathway at which stage they will experience a similar format. Year 3 and 4 is a progression on from Kiwi cricket with the introduction of wooden bats and a **seamed Incrediball** but plastic gear can still be used.

In Kiwi and Year 3 and 4 grades teams are split into **North and South** divisions to minimize travel for parents and within these divisions especially after Christmas there may be an opportunity to split again based on the results of teams so “like vs like” matches can be played and mismatches minimised.

Emphasis is on **fun and cricket skill development** - batting, bowling, wicket keeping and fielding, so no competition points are allocated or 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>Kiwi grades start at either 5.30pm on a Friday or 9.30am on a Saturday morning.</p> <p>Year 3 & 4 start at either 5.30pm on a Friday or 9am on a Saturday morning.</p> <p>Draws will be confirmed until Christmas following grading and each grade will rotate playing on Fridays. The post-Christmas grade will also give players ample notice of when their grade is drawn to play on a Friday.</p>
Venues	<p>Divisions based on North / South will be established for Kiwi and Year 3 & 4 grades so matches are played on the appropriate side of the city based on club locations.</p>
Team Size	<p>All pairs cricket grades –</p> <p>Kiwi – 6 a side</p> <p>Year 3 & 4 8 a side</p>
Dealing with less than 8 players	<p>Teams with less than 6 or 8 players should enquire if the opposition has additional players to balance the teams.</p> <p>Should teams have less than 6 or 8 players in Kiwi, Year 3 and 4 players bowling limits can be extended to 3 overs each.</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 6 or 8 players in the fielding team.</p>
Pitch Length	<p>Kiwi Grade – 12 metres (prepared outfield pitch)</p> <p>Year 3 & 4 – 14 metres (prepared outfield pitch)</p>
Boundaries	<p>We want players to get 4 and even 6's so it important that boundaries are achievable for players – should ground conditions i.e. grass length prevent balls travelling at a reasonable pace - managers/coaches should consult and agree to shortened boundary sizes.</p> <p>Kiwi – 30 metres or natural boundaries</p> <p>Year 3 & 4 – 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>Kiwi Grade – Soft (Yellow) Ball</p> <p>Year 3 & 4 – “Club Junior Safety ” Incrediball https://www.aerocricket.com/equipment-home/876-balls.html</p>
Equipment	<p>Only PLASTIC bats should be used in Kiwi grades.</p> <p>Wooden bats should be used along with the soft 'Incrediball' i.e. Year 3 & 4.</p> <p>Cones should be used to indicate the fielding exclusion zone in grades up to Year 4.</p> <p>SMALL Hitting tees should be used in KIWI and Years 3 &4.</p> <p>Ideally 2 tees should be set up to accommodate both right and left-handed players batting at the same time</p>
Match Length	Kiwi, - 12 overs per side Year 3 & 4 – 16 overs per side (one innings each)
Bowling Direction	All bowling from the same end
Run Up Length	Kiwi, Year 3 & 4 – 5 metres
Fielding exclusion zones	<p>A 10 metre fielding exclusion zone exists EXCLUDING THE WICKET KEEPER, up to Year 4 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 encouraged to rotate fielders through positions so they get an opportunity to field in most positions including wicket keeper.

Batting

- **Kiwi - One innings of 12 overs each team**
- **Year 3 & 4 - One innings of 16 overs each team**
- **Six or Eight batters are placed into pairs numbered 1-4 by coach/captain.**
- **Each pair will bat together for 4 overs**
- **This is 24 balls and we would like each batter to face 12 balls so batters may need to be told to change ends to achieve this.**

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 an extra set of 4 overs may be added.

Dismissals

Kiwi, Year 3 and 4 - **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.

Balls faced

In Kiwi and Year 3 & 4 each pair should face 4 overs – each batter should aim to face 12 balls

Bowling

- **Bowl from one end only.**
- **A bowler may not bowl two overs in a row.**
- **In Kiwi or Year 3 and 4 all bowlers should bowl 1 over until any bowler bowls a 2nd.**
- **Maximum of 6 deliveries in each over so 'Wides' and 'No Balls' are not re-bowled.**
- **Maximum of a 5 metre run up.**

Bowlers should bowl 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 ...

KIWI to Year 4 - 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.

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** after it bounces 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
KIWI,
Year 3 & 4**

In Kiwi, Year 3 & 4 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.

Wides and No-Balls are not rebowled in these grades

Batters should remain on-strike if they receive a Wide or No-ball and take their Free Hit.

Free hits in these grades can only result in RUN OUTS.

Right hand batters must hit off the right batting tee and left hand batters off the left batting tee. A batter only gets one swing at a free hit. **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.

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.

The fielding side must remain in their original positions 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'.

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.

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. 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.

Coaches are to ensure fielders are a safe distance from the facing batsmen (and outside the fielding exclusion zone).

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.

Draws

Grades will be advised of when they are allocated to play on Friday evening at the start of the pre-Christmas and post-Christmas rounds. If there are changes to draws after they are published **Junior Club Convenors will be informed.**

**Results and
Points
Allocation**

As this is a non-competitive grade, no points are awarded or table given **but we do still want results entered onto the PlayHQ website.** These provide useful information for grading or moving teams around.

For this grade **you should just enter the net score for your team**, don't worry about the number of wickets taken. This means adding the runs gained by taking wickets to the runs scored by your batters. Each team should enter the result.

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. Teams need to mark the MAX Zone with cones as per Pitch Map included in these Rules.

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 Rob Wilkinson Mobile 027 6644999; Email: gm@cjca.org.nz 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 batter (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.

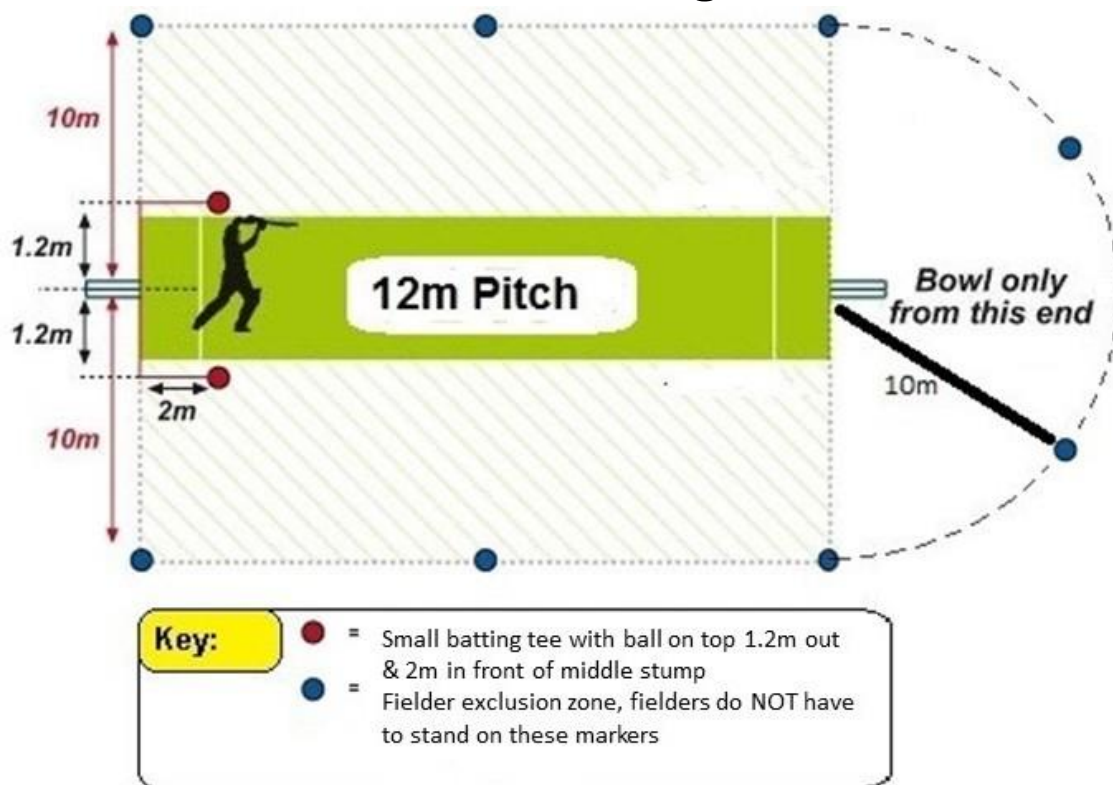
Venue Management: Matches will be played at School, Club or Council Grounds.

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.

APPENDICES

Pitch Maps

12 metre – Kiwi grades



14 metre Year 3 & 4

