

Intermediate Grade Conditions

PREMIER YEAR 7 & 8



As at 18 July 2022

Full conditions as at start of 2022/23 season

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

Grade Managers –

Year 8 – Erin Kreft 027 3098764 or Dave Hiatt 021 734432

Year 7 – Tim McClurg 027 4062386 or Lynette Ellis 027 6838819

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 Behaviours on and off the pitch.**
- **“NOTHING CAN JUSTIFY A WIN-AT-ALL COSTS APPROACH”**

Grade Objective

This grade is for the most talented Year 7 & 8 players looking to continue at a serious level of cricket into high school. Developing the players in the team is still more important than the result even though some degree of specialization is expected.

Coaches are to ensure that by the end of each half season, players have had an equal opportunity to display the skills that warranted their selection into the team. Rotation of the batting order is required, as stipulated in the batting section, and key bowlers should share the opening overs. We do not want players just being given the chance to display one skill throughout the season, all should bat in the top 5 more than once and all should bowl a reasonable number of overs throughout each half season. Whilst a side may have a ‘specialist’ wicket keeper, we would also want others in the team to be given a chance to keep and the ‘keeper’ to bowl and have a chance to field elsewhere.

As coaches, we simply ask that common sense be applied with a view to develop every player in your team throughout the season. Given the chance, players can and do surprise us on a regular basis. Please give them a chance to do just that.

Playing Conditions Summary

- Year 7's & Year 8's & some elite year 6 in the Year 7 grade on a 18m pitch.
- 12.30pm start (note the pitch may be in use with another junior game until then)
- Teams should be available for toss by 12.15 or forfeit the choice to bat or bowl
- 9-a-side – try and avoid carrying extra players
- 30 overs per innings - one innings per side – Over's bowled in 5 over blocks from alternate ends.
- Maximum 30-minute break can be taken between innings – this may be shortened by mutual agreement.
- Max 5 overs
- Max 3 overs per spell
- **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 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 re-bowled up to a maximum of 8 balls per over, 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 8) of an over is a wide or no-ball then 2 runs are awarded as no free hit for the no ball can occur.
- 142g leather ball from approved manufacturers
- 40m boundary, where possible
- **YEAR 7 BACKFOOT LBW applies**
- **YEAR 8 FULL LBW applies**

Eligibility

This grade is for club and school players in Year 7 or 8 at the start of the season in October (these Year 8 players are then expected to move into the Metro Cricket Yr 9 grade's after Christmas within a club or school team).

Exceptional Year 6 players can also take part in Year 7 Premier. It should not be necessary that players younger than Year 7 play in in Year 8 Premier. If a club needs to use Year 6 or younger players to make up the team, **then they must discuss the reasons why that player should be included with the grade manager and obtain dispensation.** Dispensations to these rules are available but always subject to written CJCA agreement viewable to the opposition coach prior to play.

A player starting Year 9 after Christmas who is having difficulty finding a school or club Yr 9 team should contact Keryn Ambler at Metro Cricket, who is more than happy to find them a suitable team.

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

- 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 2019/20 Batters dismissed during their “Grace Period” may not return as a retired batter if they reach their retirement limit.
- 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 batters can return to bat, in the order that they retired and once all other batters have been 'Out' or retired.
- **LAST BATTER 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.
- **COMPLETION OF GAMES**
- With the introduction of the Grace period and the bonus runs feature of this, even if a team achieves its initial target this could vary if there are still players that could bat that could be dismissed and change the batting teams target. Due to this **until there are no players left who can influence the batting target score a game should continue.**
- If a team is all out or reached its target (taking in to account the above re Grace Period and target score implications) 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. **It is not necessary for scoring to continue from this point. THIS IS ENSURE AS MANY BATTERS AND BOWLERS HAVE AN OPPORTUNITY TO PARTICIPATE.**
- 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

YEAR 7 PREMIER

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.**

YEAR 8 PREMIER

FULL LBW to be applied in this grade

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. **NEW 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.**

A Wide will be called if ...

- **Any ball that passes a batter so wide that they 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. batters 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 SEVENTH 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 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.**

Scoring

Score sheets are available from the CJCA website, see links in GRADES INFO section. 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).

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.**

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 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 batters (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.