

# Primary Grades

## Pairs Cricket Grade Conditions



# Year 5 – Hardball

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 –

Year 5 – Rob Wilkinson [gm@cjca.org.nz](mailto:gm@cjca.org.nz) or Francis van Woerkom [francis@vanw.nz](mailto:francis@vanw.nz)

View and print a score sheet for this grade from the link in the Grade Info website page ([www.cjca.org.nz](http://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

This grade is for players in Years 5 at school but talented Year 4's can also be included in Year 5. The grade provides development towards more conventional cricket in Year 6, 7 & 8.

Parents must be aware of risks associated with players playing ahead of their school age.

A softer ball version exists called **Super 8 Year 5 & 6** which uses the same rules but amends the safety equipment needed slightly.

The grades may be split into various sections dependent on entries, 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.

## Playing Conditions Summary

- Year 5's some advanced Year 4's.
- 9am
- Teams should be available for toss by 8.45am
- 8-a-side – try and avoid carrying extra players
- 20 overs per innings - one innings per side – All bowling from 1 end.
- Pitch Length - 16 metres
- Maximum 15-minute break can be taken between innings – this may be shortened by mutual agreement.
- Max 3 overs
- Max 2 overs per spell
- Batters bat as pairs for 5 overs and should receive a minimum of 15 balls each
- A dismissal will result in bonus runs being awarded to the Bowling team
- Wides and no-balls will result in FREE HITS being made off **Batting Tees** set up on each side of the wicket – 2 balls should be set up so both Right or Left handers can access either ball and keep the game moving.
- Unless a Boundary is hit off a No Ball no additional runs should be attempted (byes/leg byes) and the on-strike batter held to take their Free Hit.
- 142g leather ball from the Kookaburra range for Year 5 Hardball
- 35 boundary, where possible
- **NO Max Zone exists for double runs (removed August 2021)**
- **NO LBW'S**

## Eligibility

Players are encouraged to play in the year group they are currently in at school.

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.

**Players may play up in grade but parents/caregivers must be aware of the risks involved in playing ahead of their current school year.**

## Player numbers

All Pairs cricket grade - 8 a side

### Dealing with less than 8 players

Teams with less than 8 players should enquire if the opposition has additional players to balance the teams.

Should teams have less than 8 players in Year 6 more players are permitted to bowl 3 overs – no bowler should bowl a 4<sup>th</sup> over until all others have bowled 3.

Coaches should look to ensure all players have an equal opportunity to bat twice or bowl additional overs throughout the season if necessary.

Where possible opposition players should be asked to field to ensure there are 8 players in the fielding team.

### Dealing with more than 8 players

In Year 6 if more than 8 players bat, each pair shall bat for 4 overs instead of 5.

If more than 8 players are used (10 bowlers max), each bowler bowls a minimum of 2 overs.

**ONLY 8 PLAYERS MAXIMUM SHOULD FIELD AT ANY ONE TIME** – Additional players should be rotated on and off the field

## 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 Year 5 Hardball 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

Year 6 - **Players can be bowled, caught, stumped, hit wicket, run out**

### NO 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 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.

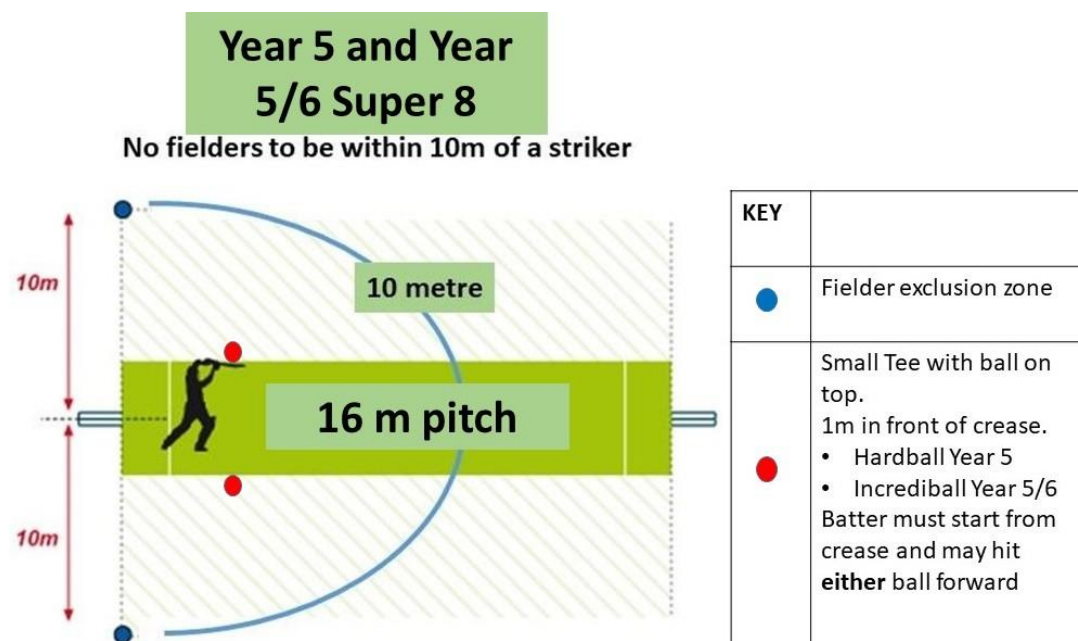
## Dismissal Value

Each dismissal shall have a value of the **3 runs to the bowling team** to be added to their batting score as EXTRAS.

# Fielding Restrictions / Layout

## Exclusion Zone

**New from August 2021 – fielders need to only be 10m from the batter at the time that the ball is hit.**



**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 has played their shot.

Note that fielders **DO NOT** have to stand where the fielding exclusion zone markers are placed – just level or beyond the markers.

They should also not enter the zone until **AFTER** the batter has played their shot.

**Max Zone – deleted in 2021**

**Year 5 Free Hits – amended in August 2021**

Free Hits may only be hit **forward of the batter and ON EITHER SIDE OF THE WICKET**

## Boundaries

**Year 5** – 35 metres or natural boundaries

**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.

## Rotation of Fielders

Coaches and Managers are encouraged to rotate fielders through positions so they get an opportunity to field in most positions including wicket keeper.

## LBW

There is No – LBW in grades year 5 or younger

## Bowling

- **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 as 'Wides' and 'No Balls' ARE NOT re-bowled.**
- **Maximum of a 10 metre run up.**

Wides and no-balls will result in FREE HITS being made off Batting Tees set up on each side of the wicket – 2 balls should be set up so both Right or Left handers can access either ball and keep the game moving.

Byes may be run off legitimate balls which evade the keeper and Leg Byes from legitimate balls may also be taken.

Where a team has 8 players, four bowlers bowl 2 overs and four bowl 3 overs – no bowler may bowl a 3<sup>rd</sup> until everyone else has bowled 2. If more than 8 players are used (10 bowlers max), each bowler bowls a minimum of 2 overs.

## What constitutes a Wide or No Ball

### A “Wide” Ball will be called if ...

Year 6 - Any ball that passes outside the full reach of the batter on the off side 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.

### 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 (amended August 2021)

- 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 METRES 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 towards either ball to hit the ball**
- The ball must be hit forward of the batter – should a batter hit the ball backwards they should be allowed to re-take the Free Hit so they learn the rules of the 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 bowler may need to deal with the ball coming near them.

### BACKGROUND ON CHANGE

**In order to involve more fielders and promote use of more of the available space in the field - a 180 degree 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.**

## Safety

**YEAR 5 HARDBALL** - 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**. Keepers should also wear a protective box, wicket keeping gloves, & pads on both legs. If keepers are changed this should be done at the change of batting pairs.

## 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 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 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 Hardball only the Grade Conditions shall change being 20/20 Year 6 Variation after Christmas** – player numbers remain the same and should a team not have 8 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 should bring TWO batting tees and used balls to be placed on them.

**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.

# APPENDICIES

## Pitch Maps

