

Primary Grades

Pairs Cricket Grade Conditions



Year 6

(updated 14 April 2023)

Full conditions as at the start of the 2023/24 season

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

Competition Manager –

Rob Wilkinson - 027 6644999 gm@cjca.org.nz

Coaches of teams in this grade should email their contact information to 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.

Coaches or Team Managers should also register on PlayHQ for their Club so they can be allocated admin rights for their teams – this will allow for score inputting.

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

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

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

It is strongly recommended that players in Year 6 do not play above their school year as this would involve playing on an 18 metre pitch.

In Year 6 teams will move to a new set of Post-Christmas Year 6 rules from February of the season (this is more conventional cricket and is played on an 18 metre pitch)

Games will still be 8 a-side

18m pitches

20/20 format but with a grace period i.e. NOT PAIRS CRICKET

CJCA Sunday Festivals are restricted to older School Years and at Year 6 these are played on 16 metre pitches.

Grades are 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.

Playing Conditions Summary

- Year 6's some advanced Year 5's.
- 9am
- Teams should be available for toss by 8.45am (12.15pm for afternoon sections)
- 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 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 the Kookaburra range

- 35 boundary, where possible
- **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 4th 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

- 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.

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

Boundaries

Year 6 – 35 metres or natural boundaries

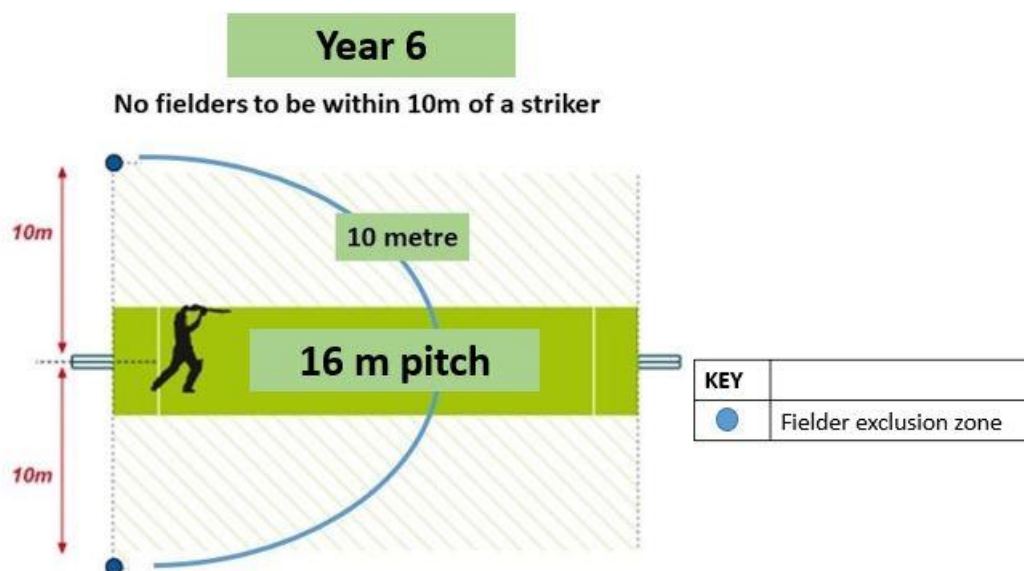
Marked indicators (cones etc.) or a stream, path, another match, anything that is dangerous or stops the forward momentum of the ball that may be closer than these guidelines. If this occurs a four or six is signalled.

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.

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.

Bowling

- **Bowl from one end only.**
- **A bowler may not bowl two overs in a row.**
- **There will be a maximum of 8 deliveries in each over so 'Wides' and 'No Balls' ARE re-bowled.**
- **Maximum of a 10 meter run up.**

In Year 6 wides or no-balls should be scored as 1 run plus any additional runs scored – in the case of wides (byes) and in the case of no-balls additional runs (byes, leg byes or runs) scored.

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.

Wides and No-ball in Year 6 shall be rebowled up to a maximum of 8 balls in an over except the last over which must comprise of 6 legitimate balls.

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.

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

- 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 for the No-Ball **as the maximum deliveries in an over are 8**.

Scoring

Score sheets are available from the CICA website – see links in GRADE INFO section.

Teams are encouraged to score on the PlayHQ app – there is no requirement to score “Live” - games may be uploaded as a full match scorecard after the game.

Matches may be scored on paper and then transferred to PlayHQ post match.

PlayHQ is set up to deal with the Pairs nature of this grade and the bonus runs awarded to the bowling team.

In Year 7 and 8 full scorecards must be entered for all matches

- **Each team's score starts at Zero.**
- **3 runs are added to the bowling side for each dismissal obtained.**

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.

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 only the Grade Conditions shall change to be a slightly modified version of Year 6 **AFTER CHRISTMAS** – games will still be 20 over per side but batters will have a “grace period” and not bat in Pairs.

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 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.

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

