

Intermediate grades

BOYS Year 6 After Christmas Grade Conditions



As at 23 January 2024

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

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

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

- **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

The objective of this grade is to provide boys a transitional half season of playing on a longer pitch length (18 metres) and also playing with a grace period as opposed to “Pairs Cricket” which they play before Christmas and earlier in CJCA grades.

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 boys or girls aged School Year 6 at the start of the season and prepares players to move to 30 over cricket at the start of the following season.

Playing Conditions Summary

- Boys or Girls primarily Year 6 at the start of the season
- 9.00am start **Toss to be done by 8.45**
- Games take approx 3 hours approx 12.00pm finish on Saturday morning.
- 8-a-side (same as pre-Christmas) – try and avoid carrying extra players
- **20 overs per innings - one innings per side (8 ball max except last over)**
- 5 overs bowled at the same end. No bowler bowls successive overs.
- Max 3 overs per bowler. **No bowler may bowl a 3rd over until ALL others have bowled 2.**
- **6 ball minimum for all batters – THREE Bonus runs for the bowling side for dismissals inside the first 6 balls for each batter. Batters may be fully dismissed from the 7th ball – NO BONUS RUNS FOR THAT DISMISSAL.**
- **WHEN DISMISSED WITHIN THE FIRST 6 BALLS THE BATTER SHOULD CHANGE ENDS WITH THE NON STRIKER**
- Compulsory batting retirement after facing 25 legitimate deliveries **INCLUDING** wides and no balls. Once all players have batted, those batters who have been retired can return in the order they retired **with the exception of those dismissed during their “Grace Period”**. Coaches are NOT allowed to retire batters earlier than these delivery limits unless they are playing with more than 8 players and spreading the innings equally. **Last Batter Standing applies.**
- **NEW IN 2019 - Batters dismissed during their “Grace Period” may not return as a retired batter if they reach their retirement limit.**
- NO LBW's
- 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.
- Tighter legside wide's – halfway to 'Test Match'
- 135g - 142g leather ball from approved manufacturers
- 18m pitch
- Fielding exclusion zone
- Boundaries are set at 40m

Player numbers (amended July 2022)

- If a team has less than 8 players, one or more player(s) who have already been dismissed may bat a second time to make up the 8 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 8 players may utilise players from the opposition team to help field. Teams are encouraged to make this offer.
- If a team has more than 8 players, only 8 may field at any one time. All players can participate by bowling and batting but the team score concludes when the 8th wicket is taken, if playing a team with 8 (see next bullet).
- If both teams have additional players, e.g. each has 9 players, by mutual agreement all players can bat and **all 9 players may field at a given time BUT NO MORE THAN 9.** 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.

Ball

A 142g leather ball from the Kookaburra range must be used.

Batting

The batting order is rotated from game to game so that all batters have the same opportunity to bat during the season. While reticent players should not be required to open an innings they should be encouraged to bat 3 and 4 and they should not have reduced opportunities to bat and the same batters should not mostly open.

Batters who are dismissed within the first 6 balls they face in their innings will not be fully out instead they shall remain "IN" and the bowling side shall receive a bonus 3 runs to be added to their batting score. Batters may be fully dismissed from the 7th ball – NO BONUS RUNS FOR THAT DISMISSAL.

Taking into account the above rule Players bat until they are 'Out' or until the end of the over in which they have faced 25 balls (**INCLUDING** wides and no balls) when they must retire. Retired batsman can return to bat, in the order that they retired and once all other batsman have been 'Out' or retired **with the exception of those dismissed during their "Grace Period"**.

NEW IN 2019 - Batters dismissed during their "Grace Period" may not return as a retired batter if they reach their retirement limit.

A team's batting score is always complete when the available overs have been bowled or when all 8 batters have lost their wicket.

Last batter standing - A single remaining batter continues batting, changing ends as necessary to receive strike. Only the not out batsman 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. Where retirements occur, they may only take place at the end of an over.

If a team is all out or reached its target and the overs are not completed, it is with strong encouragement by the CICA, the remaining overs be bowled. In such cases, the batters to be used again will be in the order of those facing the least balls in their innings and where this is the same, the order of their original batting position applies. **Further runs scored don't change the winning target or result (original score should be circled) but will enable players on both sides to develop further.**

Players can be 'Out': bowled, caught, run out, stumped, hit wicket **(NO 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 to be applied in this grade **NO LBW TO BE PLAYED IN THIS GRADE**

Bowling

- **Max 3 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. **No bowler may bowl a 3RD over until ALL others have bowled 2**
- 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 batsman so wide that he 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. batsmen can run). ~~No extra balls are bowled for wides or no balls, except in the last over.~~ **DELETED January 2024**

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 CJA 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). Dismissals of batters inside their first 6 balls should be recorded and credited to the bowler. A total of the number of such dismissals should be noted and multiplied by 3 and added as EXTRA's to the Bowling teams Batting total.

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 CJA should be contacted so the most comprehensive result can be entered.

General:

School years – a player remains eligible for the WHOLE season in that grade if eligible for that grade in October.

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