



CHRISTCHURCH JUNIOR CRICKET ASSOCIATION

Year 6 Hardball – POST Christmas

CONTACTS

CJCA General Manager

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Coaches and managers of teams in this grade should be registered as such on PlayHQ so contact information can be maintained by the CJCA so the CJCA can be in contact with you during the season if needed.

CJCA AIMS

| Guaranteed Participation | Maximum Involvement |

| Accelerated Skill Development | Fast Paced | Action
Packed |

As with all our grades the development of the player and enjoyment of the game are seen as more important than the result.

With an emphasis on **FUN** all players will bat, bowl and wicket keep in every match ensuring the development of all cricket skills. Coaches and Managers should rotate fielders through positions, so they get an opportunity to field in most positions including wicket keeper.

Positive Attitudes and Behaviours on and off the pitch.

As players, parents, and supporters on the sidelines, you should,

Encourage Positivity: Cheer for all players and celebrate efforts and successes.

Show Respect: Respect players, coaches, officials, and fellow spectators.

Value Effort: Emphasize hard work and improvement over winning.

Model Good Behaviour: Demonstrate patience, composure, and respect.

Support Coaches and Officials: Back their decisions and approach concerns appropriately.

Promote Inclusivity: Ensure a safe, welcoming, and inclusive atmosphere.

By upholding these principles, The CJCA aim to enhance the sporting experience, foster a love for sports and promote teamwork, respect, and personal growth.

All players, coaches, parents, and supporters are expected to adhere to **The Code of Conduct** which is published on our website applies to all present at all games.

GENERAL CJCA PLAYING CONDITIONS

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.

Note that while there are Girls Only grades,
girls can play in any grades.

Health and Safety

Pre-Match inspection: Coaches 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 the CJCA.

Reporting: 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.

First Aid: Clubs should provide all teams with basic first aid requirements.

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

Eligibility: For each grade a player remains eligible for the WHOLE season in that grade if eligible for that grade in October. The exception being Year 8 boys that generally move to Youth cricket after Christmas.

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 Chairman of the CJCA.

In Year 6 – PRE Christmas only the Grade Conditions shall change to those of Year 6 – POST Christmas at the restart of Cricket after the Christmas break. All other grades retain the grade conditions for the entire season.

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.

Dress: Players should dress appropriately. The CJCA strongly recommends good sun protective clothing and head wear. Club colours should be approved by the CJCA as to ensure the visibility of the ball against darker clothing. The CJCA also recommends the usage of dark coloured bottoms for female players.

Gear: Each team is required to provide the basics of 3 stumps, 2 bails and an appropriate ball. This includes stumps suitable for artificial pitches if required. All teams should also have hitting tees (where needed) and cones to mark boundaries and exclusion zones.

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 the General manager as soon as possible preferably one weeks' notice.

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Year 6 Hardball – POST Christmas Grade Format

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

Location:

Year 5-8 cricket is played at various schools and council grounds, mostly on artificial wickets.

Grading:

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.

As these are **non-competitive grades**, no points are awarded, or ladder given but we do still want results entered onto the PlayHQ website. These provide useful information for grading and 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 results.

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 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 a grade, but parents/caregivers must be aware of the risks involved in playing ahead of their current school year. We recommend no more than **one grade higher**.

Time: These grades start at either 9.00am on a Saturday morning or if there is a Friday round, then it will be a 4.30pm start.

Draw: Draws will be confirmed until Christmas following grading. If there are changes to draws after they are published Junior Club Convenors will be informed.

Team Size: Year 6: 8 a side

Teams with **less than** 8 players should first enquire if the opposition has additional players to balance the teams. Should teams have less than 8 players bowling limits can be extended.

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 6 or 8 players in the fielding team.

Teams with **more than** 8 players should try to maximise participation. Options can include batting and bowling for less overs.

MAXIMUM OF 8 PLAYERS ON THE FIELD AT ANY ONE TIME -Any additional fielders must be rotated on and off the field

Pitch Length:

Year 6 Hardball – Post Christmas:

18 metres (Yellow lines on artificial wickets)

Boundaries: We want players to get 4 and 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 then managers/coaches should consult and agree to shortened boundary sizes. The boundary should be marked with cones, 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.

Year 6 Hardball: 40 metres or natural boundaries

Equipment:

142g Leather ball

Full Protective equipment should be worn by batter including a Helmet inline with the New Zealand Cricket Helmet Policy [CLICK HERE](#)

Wicket keepers should ALWAYS wear Helmets

Match Length

All games are one innings of 20 overs each and should be decided who starts with a coin toss, or similar.

Time of Innings

Coaches and managers must keep the game moving to ensure games are completed in a timely manner.

Bowling is done in sets of 5 overs from each end and the next batters must be ready to bat upon wickets falling. Parents / supporters can be tasked with ensuring the players are ready to go.

Match Setup:

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. *See Appendix One*

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

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 regularly open the innings.

Grace Period

There is a 6 ball Grace Period in this grade.

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 3 bonus runs to be added to their batting score.

Batters may be fully dismissed from the 7th ball –

NO BONUS RUNS FOR THAT DISMISSAL.

Retirement

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 batters can return to bat, in the order that they retired and once all other batters have been 'Out' or retired with the exception of those dismissed during their "Grace Period".

Where retirements occur, they may only take place at the end of an over.

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.

Early Finish to innings

If a team is all out or reached its target and the overs are not completed, it is with strong encouragement by the CJCA, 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.

Free Hits

- If a NO BALL is bowled in the FIRST to SEVENTH ball of an over, the next ball is a 'Free Hit'.
- Where a no ball is bowled on the 8th ball of an over, 2 runs will be scored as no 'Free Hit' is given can be given as the maximum deliveries in an over are 8.
- 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.

Dismissals

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.

Catches should be recorded against the player who took the catch in a column of the new scoresheets.

Fielding

Byes / Overthrows

There are **no limits to byes or overthrows in this grade.** The CJCA want to encourage good practices by the fielding team, and the coaches should encourage good throws / the use of relay throwing to ensure the ball is returned in good time.

Bowling

- Minimum Balls per over 6 – Maximum 8
- 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 can bowl successive overs.
- 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 Balls and Wides

The batting side is awarded 1 run for each wide or no ball, plus any additional runs scored.

Wides However, in the last over, 6 legitimate deliveries must be bowled.

A Wide Ball will be called if

- Any ball that passes a batter so wide that they are 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.
- Upon the call of “wide” the ball shall remain live (i.e. batsmen can run).

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 if needed)
- 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.

Bowling Not Throwing

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.**

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.

Scoring

Scoring should be done by a parent/supporter from each team, the grades are non-competitive, so scoring is only used for grading and ensuring appropriate competition. Therefore, care should be taken about announcing who has won or has more runs etc

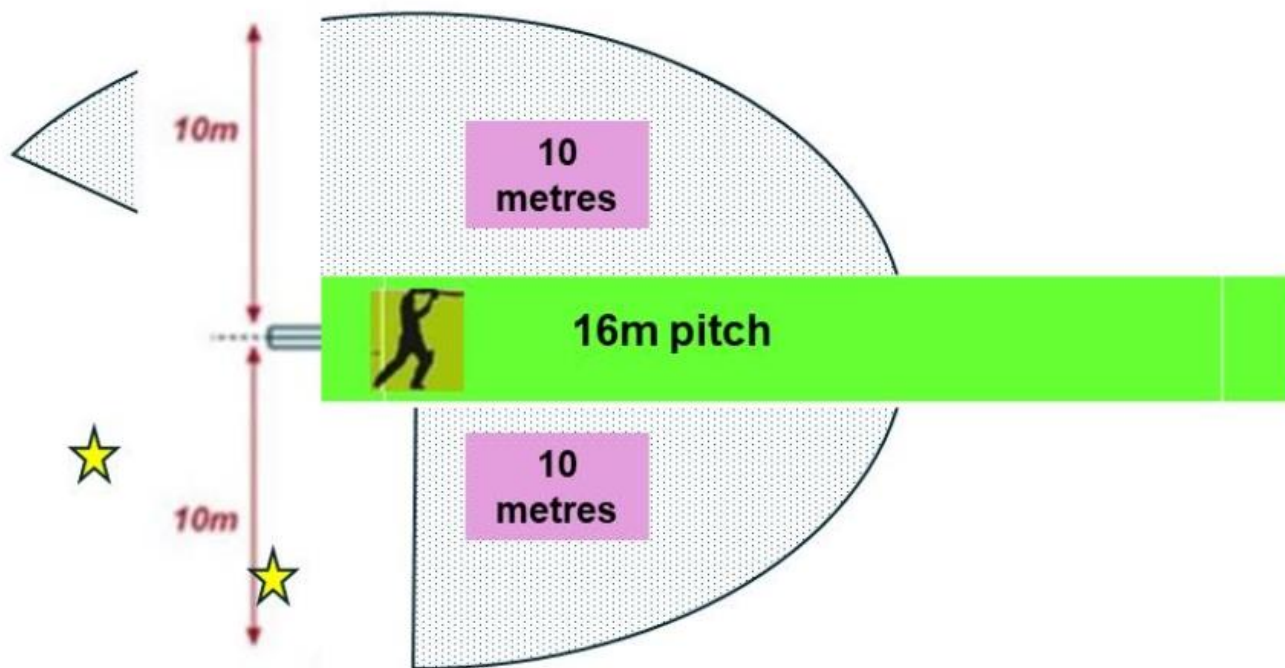
Score sheets are available from the CJCA website



<https://www.cjca.org.nz/about-us/resources-2/grade-rules-2/>

- Each team’s score starts at Zero.
- 3 runs are added to the bowling side for each dismissal obtained DURING THE GRACE PERIOD.
- No extra runs scored for wides or no balls other than the runs obtained from hitting off the cone.


Appendix One - Pitch Map

YEAR 6 HARDBALL



Key	
	Fielder exclusion zone
	Slips and gullies permitted backward of the wicket

Appendix Two - Scoresheets

Over	Runs		Year 6 after Christmas												Match between: and										Batting Innings of:									
1			Match between: and												on at																			
2		BATSMAN	RUNS SCORED (show dot balls also)												Balls Faced	How Out / Who	Bowler	Totals																
			Grace Period																															
3																																		
4																																		
5																																		
6																																		
7																																		
8																																		
9																																		
9		BONUS WICKETS TOTAL		ADD TO BOWLING TEAMS EXTRAS		3 runs per wicket taken in Grace Period																												
10		Fall of Wickets		1 for	2 for	3 for	4 for	5 for	6 for	7 for	8 for																							
11		Outgoing Batsman																																
12		Not Out Batsman																																
13		BOWLER	Over 1	Over 2	Over 3	Over 4	O	M	R	W	No Balls	Wides																						
14																																		
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													Bonus for wickets taken bowling																					
															1	2	3	4	5	6	7	8	9	10	Team Total									
															11	12	13	14	15	16	17	18	19	20										
															21	22	23	24	25	26	27	28	29	30										
															31	32	33	34	35	36	37	38	39	40										
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