



CHRISTCHURCH JUNIOR CRICKET ASSOCIATION

Kiwi, Year 3-4 & Mini Mags “Outfield Cricket”

CONTACTS

CJCA General Manager

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CJCA Girls Convenor

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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.

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.

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

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 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.

All other grades will play the same Playing Conditions for the complete season – teams wishing to move UP or DOWN Sections within a Grade or complete Grades should discuss with your Club or School Convenor.

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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Kiwi Year 3 & Year 4 Grade Format

These grades are for players from School Years 1-4, split into three grades, Kiwi (Years 0-2) Year 3 and Year 4. Players may progress from younger grades or enter the sport at any stage along this pathway at which stage they should experience a similar format.

Year 3 and 4 is a progression on from Kiwi cricket with the introduction of wooden bats and a seamed Incrediball.

NB: At Year 3 or 4, plastic gear can be used by those new to cricket or with different abilities, but coaches must ensure that plastic gear is NOT being used by competent batters to gain an advantage.

Location:

In Kiwi and Year 3 and 4 grades teams are split into North and South divisions to minimise travel for parents. We use club grounds alongside hub grounds such as Bradford, Beckenham, Lancaster Park, and other grounds as needed. We also have the privilege of playing at Hagley Oval on occasion, which will be set in advance, so your teams have plenty of notice.

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.

Draw: Draws will be confirmed until Christmas following grading. Clubs will be advised if grades are allocated to games on Hagley Oval on a Friday night. The post-Christmas grade will also give players ample notice of when their grade is drawn to play on a Friday at Hagley Oval. If there are changes to draws after they are published Junior Club Convenors will be informed.

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: Kiwi grades start at either 5.30pm on a Friday or 9.30am on a Saturday morning. Year 3 & 4 start at either 5.30pm on a Friday or 9am on a Saturday morning.

Team Size: All grades are pairs-based cricket.

Kiwi: 6 a side

Year 3&4: 8 a side

Teams with **less than** 6 or 8 players should first enquire if the opposition has additional players to balance the teams. Should teams have less than 6 or 8 players in Kiwi, Year 3 and 4 players bowling limits can be extended to 3 overs each.

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** 6 or 8 players should try to maximise participation. Options can include batting and bowling for less overs, *OR with the agreement of the opposition, you can extend the game by up to ONE partnership. Whilst being aware of the total time taken. Scoring should be stopped at the 12 or 16 overs for the normal innings. (Unless both teams can bat extra)*

MAXIMUM OF 6 OR 8 PLAYERS ON THE FIELD AT ANY ONE TIME -
Any additional fielders must be rotated on and off the field

Pitch Length: The pitches will be prepared by either a club or CICA these will be painted with numbers to identify.

Kiwi Grade: 12 metres (prepared outfield pitch)

Year 3 & 4: 14 metres (prepared outfield pitch)

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.

Kiwi: 25 metres or natural boundaries

Year 3 & 4: 30 metres or natural boundaries

Equipment

Kiwi Grade:

Soft (Yellow) Ball <https://www.cricketexpress.co.nz/product/quick-tech-ball/crblgt.aspx>

Or

Kookaburra Kiwi Ball

<https://www.kookaburrasport.co.nz/cricket/cricket-balls/super-coach/1b4179j01-pvc-kiwi-cricket-ball-red-jnr>

Year 3 & 4: "Club Junior Safety" Incrediball

<https://www.cricketexpress.co.nz/product/aero-safety-club-cricket-ball/crblaesaclub.aspx>

In Kiwi Cricket, **only plastic bats** should be used.

In Year 3&4 Wooden bats should be used along with the soft 'Incrediball'.

NB: At Year 3 or 4, plastic gear can be used by those new to cricket or with different abilities, but coaches must ensure that plastic gear is NOT being used by competent batters to gain an advantage.

Cones should be used to indicate the fielding exclusion zone in grades up to Year 4.

SMALL Hitting tees should be used in KIWI and Years 3 &4. TWO tees should be set up.

Match Length

All games are one innings 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. All bowling is to be from the same end and the next batting pair must be ready to bat immediately following the previous pair's partnership. Parents / supporters can be tasked with ensuring the players are ready to go.

Kiwi: 12 overs per side (should be around 40-45 minutes)

Year 3 & 4: 16 overs per side (should be around an hour)

Match Setup:

For all grades, a 10-metre fielding **exclusion zone** exists, this excludes the wicket keeper. Cones should be placed around a 10m circle where no fielder is allowed inside until the batter has played their shot. This is extended so no fielder may be within 10m of the bowler's end stumps. The fielders should not enter the zone until AFTER 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. Fielders can therefore be encouraged to field on the boundary giving them the ability to stop the ball.

Batting

Six or Eight batters are placed into pairs numbered 1-4 by coach/captain.

Each pair will bat together for 4 overs. This is 24 balls, and we would like each batter to face 12 balls so batters may need to be told to change ends to achieve this, including mid over after dot 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.

Switching Ends: When dismissed, batters do not face the next delivery and always change ends at the completion of each over.

Run outs: 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.

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.

PLAYERS REMAIN BATTING WHEN THEY ARE OUT – an out is recorded with a X in the scorebook and the bowler credited with a wicket.

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.

Free Hits

In Kiwi, Year 3 & 4 should **wides or no-balls** be bowled players should receive a FREE HIT, off cones which are set up on each side of the wicket beside the batter. The batter only gets the runs scored from the hit off the free hit.

Batters should remain on-strike if they receive a Wide or No-ball and take their Free Hit. Free hits in these grades can only result in RUN OUTS.

Batters should be coached to only get one swing at a free hit, although discretion can be used, and coaches can encourage good technique to have another swing. The ball must be hit forward of the wicket on **either side**. Should a ball be hit behind the batter should be allowed to retake the hit and coached where they are permitted to hit the ball.

Change in 2024/25 Season. All players may hit of either tee, bringing the entire field into play

The fielding side must remain in their original positions and out of the exclusion zone until the ball is hit off the tee.

If a batter hits a delivery that would have been a 'wide' they score runs made from that shot and forfeit their 'Free Hit'. If no run is scored off the free hit, they must return to the popping crease.

If a No ball delivery is hit to the boundary by the batter, this boundary should stand, and no free hit be taken.

Fielding

Byes / Overthrows

THERE SHOULD BE NO BYES OR OVERTHROWS IN KIWI GRADE

In **YEARS 3 AND 4** Byes and overthrows should be **limited to ONE only** taken in these grades. We 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

- All bowling is from one end only.
- A bowler may not bowl two overs in a row, and all bowlers should bowl 1 over before any bowler bowls a 2nd.
- **There are no 're-bowls', so there is a maximum of 6 deliveries in each over.**
- Bowlers should have a maximum of a 5-metre run up.
- All bowlers should bowl 2 overs, unless you are playing with less than 6 or 8 players when bowling limits can be changed.

No Balls and Wides

Wide/No-ball FREE HIT cones exist to create more balls in play for batters and fielders.

Coaches/Umpires should discuss a consistent understanding to be applied during each game **BEFORE THE MATCH**

A "Wide" Ball will be called if

- Any ball that passes **outside the offside cone** 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. **(See graphics below)**

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

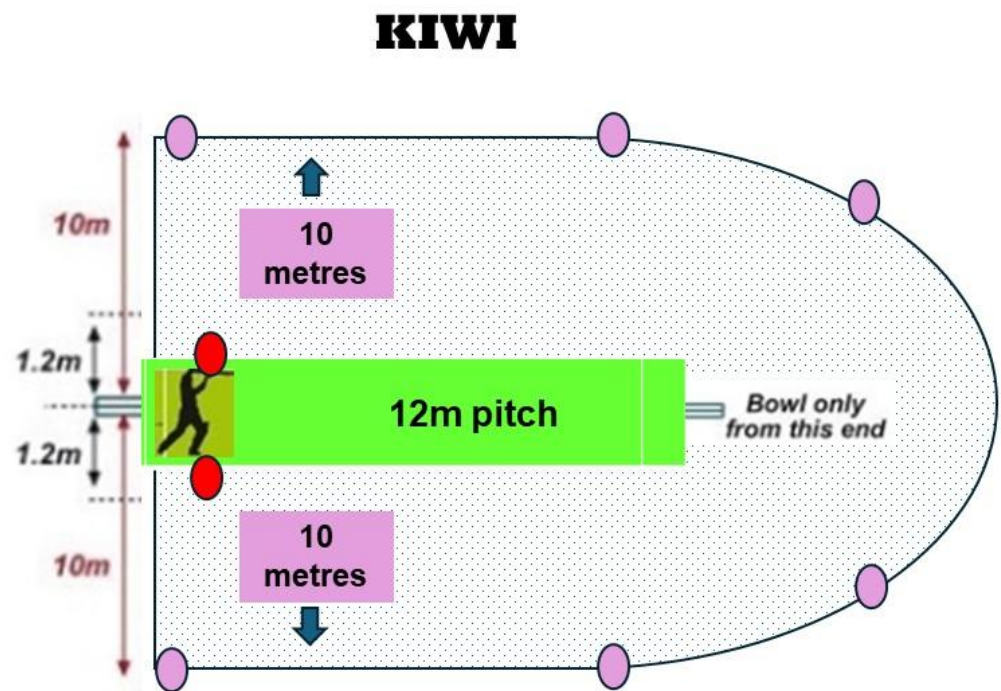
Scoring should be done by a parent/supporter from each team, the grades are non-competitive, so scoring is only used for grading and ensuring appropriate competition. Therefore, care should be taken about announcing who has won or has more runs etc

Score sheets are available from the CICA website

<https://www.cica.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.
- No extra runs scored for wides or no balls other than the runs obtained from hitting off the cone.

Appendix One – Pitch Map



Key	
	Fielder exclusion zone
	Hitting Tees <i>Batter may hit either ball forward of the wicket</i>
	Exclusion zone markers <i>Players do not have to stand on these markers</i>

CJCA Pitch Maps - May 2024

Appendix Two – Scoresheets

CJCA CRICKET SCORESHEET - Kiwi or Year 3/4 (First innings)



Batting Team Name		BALLS FACED (Include extras - Y 3 & 4 only)																		TOTALS		
Date																				Runs	Outs	Net
Batters names		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	A		Runs
BATTERS	1																					
	2																					
	3																					
	4																					
	5																					
	6																					
	7																					
	8																					
	9																					
	10																					
		BOWLING BONUS RUNS (D)						plus			RUNS SCORED BATTING (A)						A					
		TEAM TOTAL D + A																				

Bowling Team Name		Over 1						Over 2						Over 3						Outs	Runs
Bowlers names		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	B	
Fielding / Catches	1																				
	2																				
	3																				
	4																				
	5																				
	6																				
	7																				
	8																				
	9																				
	10																				
		Total Outs																			
		Multiply by 3																		X 3	
		BOWLING BONUS (B)																			

CJCA CRICKET SCORESHEET - Kiwi or Year 3/4 (Second Innings)



Batting Team Name		BALLS FACED (Include extras - Y 3 & 4 only)																		TOTALS		
Date																				Runs C	Outs	Net Runs
Batters names		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18			
BATTERS	1																					
	2																					
	3																					
	4																					
	5																					
	6																					
	7																					
	8																					
	9																					
	10																					
		BOWLING BONUS RUNS (B)									plus		RUNS SCORED BATTING (C)							C		
		TEAM TOTAL B + C																				

Bowling Team Name		Over 1						Over 2						Over 3						Outs	Runs		
Bowlers names		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	D			
Fielding /Catches	1																						
	2																						
	3																						
	4																						
	5																						
	6																						
	7																						
	8																						
	9																						
	10																						
																				Total Outs Multiply by 3		X 3	
																				BOWLING BONUS (D)			