CHRISTCHURCH JUNIOR CRICKET ASSOCIATION

Year 7 & 8 Premier Hardball

As at 26th August 2026

CONTACTS

CJCA General Manager

Rob Wilkinson 027 6644999 gm@cjca.org.nz

Grade Convenors

Year 7 Mark Teesdale – 027 4537417

Year 8 – Dwayne McCormick 027 2354411

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 .

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 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 <u>any grades.</u>

Each grade is to provide players with a fun, fair & learning game with a connection to conventional 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.

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 havecones 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.

Rob Wilkinson

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Year 7 & 8 Hardball Format

This grade is for players primarily in Year 7 & 8 but talented Year 6 players can also be included into Year 7. It is split into various sections, the number of which will be determined by the number of teams entering this grade.

Coaches are to ensure that by the end of each half season all players have had an equal opportunity to display their skills. **Rotation of the batting order is required as per POD system directive issued August 2026**, as stipulated in the batting section and bowlers should share the overs.

Location:

Year 7 & 8 cricket is played at various schools and council grounds, mainly on artificial wickets.

Pitch Length:

Year 7 & 8: 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 7 & 8: **40** metres or natural boundaries

Match Setup:

For all grades, a 10-metre fielding exclusion zone exists, this excludes the wicket keeper.

Slips and Gullies on the offside may be closer than 10 metres.

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. Each team should enter results either as team or via their Club/School Convenor so that PlayHQ is accurate and can be sued to make any grade/section adjustments.

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

Premier Year 7 and 8 starts at 12.30pm on Saturdays or 4.30pm on other days should games be played on these days due to Public Holidays

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 7 & 8: 9 a side

Teams with **less than** 9 players should first enquire if the opposition has additional players to balance the teams. Should teams have less than 9 players bowling limits can be extended to 4 overs each.

If a team has less than 9 players, one or more player(s) who have already been dismissed may bat a second time to make up the 9 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 9 players may utilise players from the opposition team to help field. Teams are encouraged to make this offer.

If a team has more than 9 players, **only 9 may field at any one time**. All players can participate by bowling and batting but the team score concludes when the 9th wicket is taken, if playing a team with 9 (see next bullet).

If both teams have additional players, e.g. each has 10 players, by mutual agreement all players can bat but only 9 players may field at a given time. 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 numbers is to ensure the batters have a reasonable opportunity to score runs.

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 9 players in the fielding team.

POD system (directive)

Clubs & Schools have been issued with a Directive (August 2026) that states teams in all non-pairs grades should operate a "POD system" to ensure players have a fair opportunity to make a meaningful contribution to each game in a range of cricket disciplines.

MORE DETAIL – CLICK HERE

Equipment:

Year 7 & 8 Hardball: **Kookaburra** 142g Leather ball

Full Protective equipment should be warn by batter including a Helmet inline with the New Zealand Cricket Helmet Policy CLICK HERE

Wicket keepers should ALWAYS wear Helmets

Match Length

Premier grades remain 30 overs (maximum eight ball overs)

All grades should only change bowling ends after each 5 over block.

Length / Timings of Innings

Year 7 & 8 Premier (Afternoon): 30 overs per side (8 ball maximum) – play should be able to be completed by 5pm or 5.30pm at the latest.

Batting

Grace Period

Batters who are dismissed within the first 6 balls morning grades (**3 balls in Premier grade)** they **face** in their innings, will not be fully out instead - they shall remain "IN" and the bowling side shall receive **a bonus 5 runs to be added to their batting score.** Players dismissed with the "Grace Period" **may not return as a retired batter** if they reach the retirement limit.

WHEN DISMISSED WITHIN THE GRACE PERIOD THE BATTER SHOULD CHANGE ENDS WITH THE NONSTRIKER.

Retirements

Taking into account the above rule Players bat until they are 'Out' or until they have faced 25 balls (NOT INCLUDING wides and no balls) when they must retire IMMEDIATELY. **Retired not out batsman can return to bat, in the order that they retired** and once all other batters have been 'Out' or retired.

Coaches are **NOT** allowed to retire batters earlier than these delivery limits unless they are playing with more than 9 players and spreading the innings equally.

Free Hits after No Balls

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 (manually entered) as no 'Free Hit' can be given as the maximum deliveries in an over are 8.

Last Batter Standing

A single remaining NOT OUT batter should continue batting, changing ends as necessary to receive strike. Only the not out batter 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

Dismissals

Players can be bowled, caught, stumped, hit wicket and run out and given out LBW if the following applies

LBW in Year 8 Premier (Afternoon) Cricket

FULL LBW to be applied in this grade

Only to be awarded when there was no doubt whatsoever in the umpire's mind.

ANY doubt – not out.

Fielding

Catches and Stumpings

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

Run Outs

In order to capture those involved in Run Outs – those involved should be noted on the Scoresheet or in PlayHQ

Byes / Overthrows

Byes and overthrows are unlimited in Year 7 & 8 cricket

Fielding restrictions (players on Boundary)

A maximum of 4 players can be on the boundary which means that the 3 remaining Fielders must be closer to the Batter than the Boundary.

Bowling

- **A minimum of 8 players must have bowled 3 overs each before any player can bowl a fourth over, provided the ninth player is the designated specialist wicketkeeper for that match. No bowler may bowl more than 4 overs total in a 27 or 30-over game unless agreed to by both teams.** Max 5 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 4th over until ALL others have bowled 3**
- **Should wicket keeping be shared each of the players should bowl 2 overs when not wicket keeping.**
- 5 overs bowled at the same end to speed up the innings. No bowler can bowl successive overs.

Over Length Premier Grades

- Overs to be a maximum of 8 balls except the last over which must be 6 legitimate deliveries.
    - This is achieved on PlayHQ by adding "Additional Event/s" until 6 balls legitimate balls are bowled
- **Bowlers in this grade should have a maximum of a 15-metre run up. This should be indicated by a cone if necessary.**

No balls and Wides

A "Wide" Ball will be called if

Any ball that passes a batsman so wide that they are prevented from a reasonable opportunity to make contact with the ball is to be called a wide.

Full wides on the offside and halfway to that on the legside **should be the guide.**

Coaches/Umpires should meet before the game to agree on a stand to be applied in the game.

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). Up to 8 balls can be bowled in each over **ONLY IN YEAR 7 and 8 PREMIER AFTERNOON CRICKET,** except in the last over which should be 6 legitimate balls in both morning and afternoon grades

- 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 does not land on pitch or 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.
- 5 runs are added to the bowling side for each dismissal obtained.

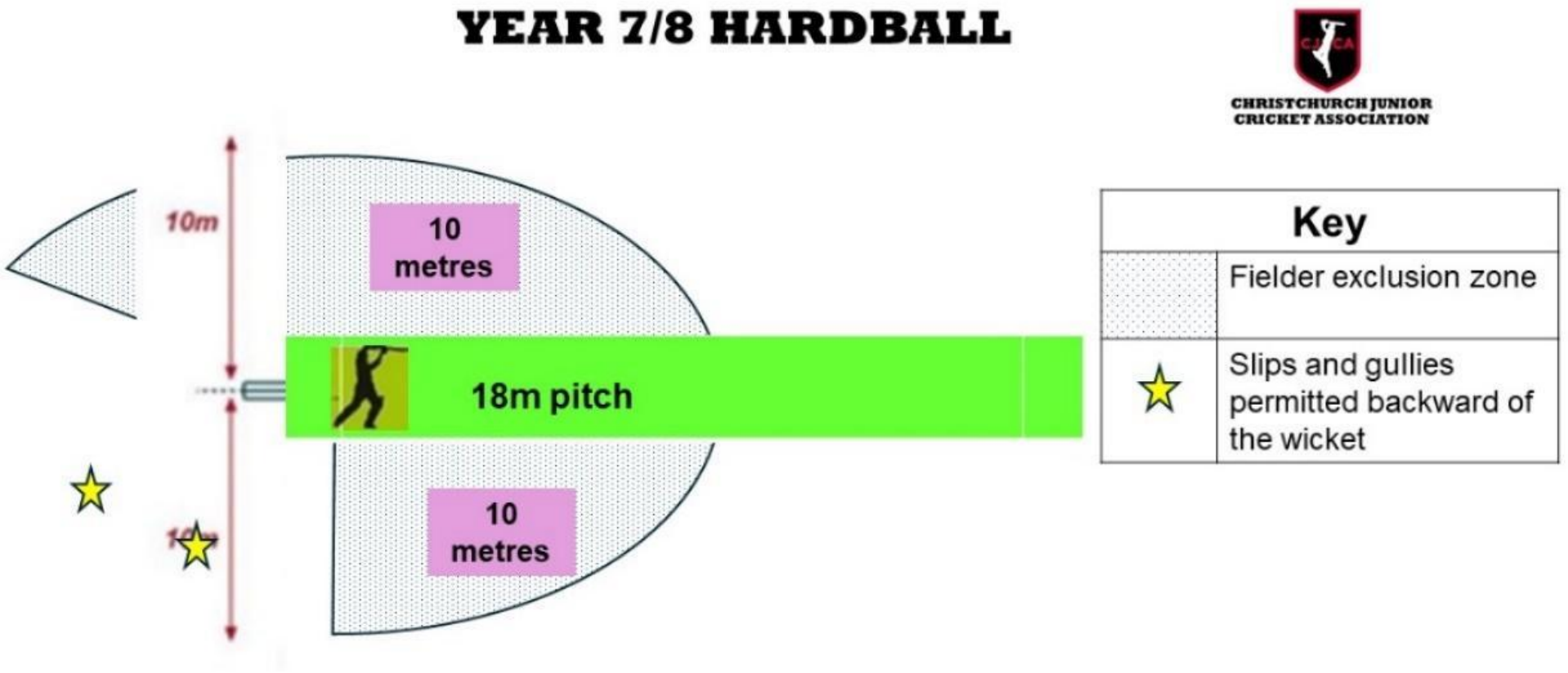
Scoring on PlayHQ

Ideally Scoring for Year 7 & 8 games should be done on PlayHQ – access to the PlayHQ E-scoring system can be gained from Club or School Convenors.

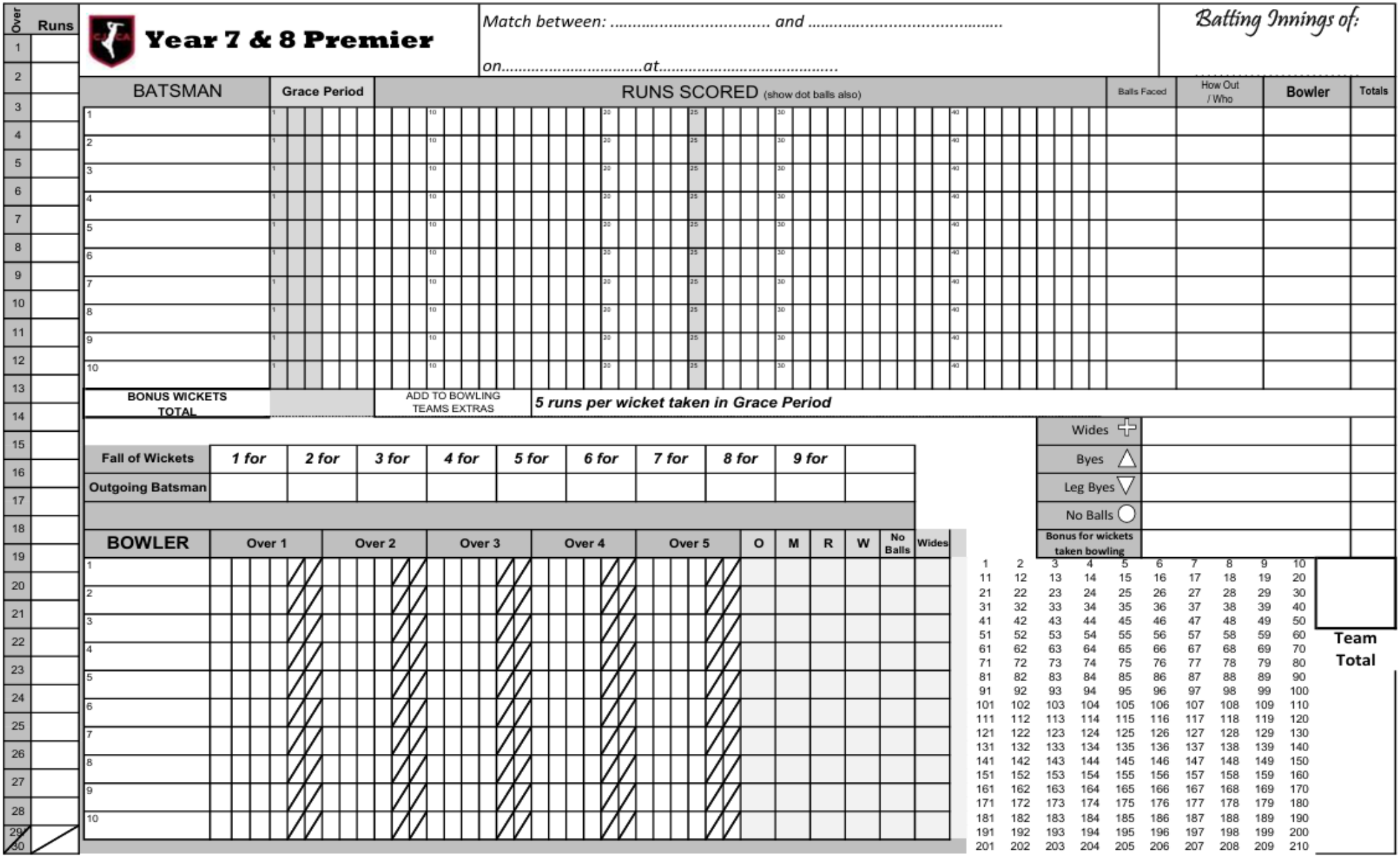
For full information on PlayHQ please follow this link

https://play.nzc.nz/playhq-landing-page

Appendix One – Pitch Map



Appendix Two – Scoresheets



Year 7 & 8 Premier

Match between: ..... and .....

on.....at.....

Batting Innings of:

Over	Runs
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	
21	
22	
23	
24	
25	
26	
27	
28	
29/30	

BATSMAN	Grace Period	RUNS SCORED (show dot balls also)	Balls Faced	How Out / Who	Bowler	Totals
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
BONUS WICKETS TOTAL		ADD TO BOWLING TEAMS EXTRAS	*5 runs per wicket taken in Grace Period*			

Fall of Wickets	1 for	2 for	3 for	4 for	5 for	6 for	7 for	8 for	9 for	
Outgoing Batsman										

BOWLER	Over 1	Over 2	Over 3	Over 4	Over 5	O	M	R	W	No Balls	Wides
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											

Wides	
Byes	
Leg Byes	
No Balls	
Bonus for wickets taken bowling	
Team Total	

1	2	3	4	5	6	7	8	9	10
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
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130
131	132	133	134	135	136	137	138	139	140
141	142	143	144	145	146	147	148	149	150
151	152	153	154	155	156	157	158	159	160
161	162	163	164	165	166	167	168	169	170
171	172	173	174	175	176	177	178	179	180
181	182	183	184	185	186	187	188	189	190
191	192	193	194	195	196	197	198	199	200
201	202	203	204	205	206	207	208	209	210