

Primary Division Two

GENERAL RULES

- ➤ Approximate age group: **Blue -** school yr 3 (& yr 4 who are less skilled) **Gold** school yrs 4 (& yr 5 who are less skilled.)
- > Teams are to be of 8 players
- > Teams must even up numbers if possible instead of bowling or batting players twice.
- ➤ Hours of play 9.00am 11.30am
- > Teams are supply own gear
- > Ball to be used is the Incrediball/Wonderball Junior Size (both Coaches agree on ball before play starts)
- > Games to comprise of 20 overs each innings or 2 equal innings depending on numbers per team.
- > The length of the pitch to be agreed to between Coaches up to a minimal length of 16 metres.
- > THE EMPHASIS IS ON GIVING CRICKETERS EQUAL TIME TO DEVELOP CRICKET SKILLS WITHOUT WORRYING ABOUT GOING OUT.

Batting:

- For Gold Division It is compulsory for Batsmen to wear at least a front pad, & box.
- Each team to bat 4 partnerships (2 batsmen) for 5 overs each
- Each player can be out numerous times but stays batting for full 5 overs of the partnership but on being out should go to non-strikers end.

Bowling:

- ➤ Each child to bowl a minimum of two overs each and a maximum of three no child to bowl third over until each has bowled their second. In order for team to bowl 20 overs 4 players will bowl three overs and four will bowl two.
- > All overs to be bowled from the same end
- Maximum of 6 balls per over including wides and no balls.
- ➤ Wides are called if the ball passes outside the lines of the batsman's crease.
- > A ball which bounces three (3) times or more before reaching the batsman's crease is a no ball
- > A full toss above the batsman's waist is a no ball
- Wides and no balls count as one run.
- If a wide ball is hit or hits the batsman **NO** wide is called.
- All extras are credited to the batsmen.

No L.B.W's

FIFI DING

> No player to field closer than 10 metres to the batsman facing except wicket keeper or slips.

Scoring:

- All runs taken by partnership are recorded against the partnership
- A penalty of 2 runs is deducted from the batting team for each wicket lost.
- The team with the highest team score is declared the winner.



Primary Division Three

GENERAL RULES

- ➤ Approximate age group: School Years 1 2 (and less skilled Year 3)
- > Teams to be of **6 Players** (or an equal number of players)
- > Teams must be evened up. Use players from other team for fielding and bat your own players again if necessary.
- ➤ Hours of play 9.00am 10.00am.
- > All equipment supplied at venues.
- Games to comprise of 2 equal innings.
- > 2 Bats, synthetic ball and two sets of stumps required per game.
- > THE EMPHASIS IS ON GIVING CRICKETER'S EQUAL TIME TO DEVELOP CRICKET SKILLS WITHOUT WORRYING ABOUT GOING OUT.

Batting:

- Each team to bat partnerships (2 batsmen) for 4 overs each
- If the batsman misses the ball he hits another ball placed on a cone in front of him and then run between the wickets.
- > The cone is changed at the end of each over to the leg side then the off side so batsmen learn to hit either side of the wicket.
- No boundaries batsmen must run everything!
- ➤ Each player can be out numerous times but stays batting for full 4 overs of the partnership but on being out batsmen change ends.

Bowling:

- > Each child to bowl 2 overs each no child to bowl second over until each player has bowled their first.
- > Maximum of 6 balls per over including wides
- If the batsman misses the ball he/she has a FREE hit of the cone.
- ➤ If a wide ball is hit **NO** wide is called
- No more than one swing per ball by the batman
- ➤ There are no **NO BALLS** at this level

No L.B.W's

FIELDING

- No player to field closer than 10 metres to the batsman facing except wicket keeper.
- ➤ Markers placed for the fieldsmen 2 on leg side and 2 on off side.

Scoring:

- ➤ The scores do not need to be kept Coaches/Managers welcome to keep scores for their players.
- Each Coach/Manager is encouraged to present a "Player of the Day" to one of their own teams players.
- > THE EMPHASIS OF DIVISION 3 IS ON PARTICIPATION & ENJOYMENT