

# WESTERN BAY OF PLENTY JUNIOR CRICKET RULES 2017-18



**This document contains the rules for each division of Junior Cricket up to and including Intermediate level.**

**The following principles apply to all levels of cricket and must be adhered to at all times.**

## **Umpires should:**

- Be trained in the game's rules and applying them fairly and consistently
- Encourage fair play
- Always be firm but friendly
- Help players to understand the rules
- Enforce disciplinary action appropriate to the level of misconduct.

## **Players should:**

- Understand the rules before starting the game
- Play fair and within the game's rules
- Respect the umpires/referee's call by not challenging their decision
- Respect their opponents.

## **Coaches should:**

- Emphasise the guidelines of fair play to all players
- Make sure all players know the rules
- Accept all calls by the umpires and not try to influence them
- Speak out against violence, poor behaviour and cheating
- Respect the officials and their decisions.

## **Parents/supporters should:**

- Respect the umpires/ and their decisions
- Encourage the players to play fair
- Support their team positively.

***Good sport is about positive attitude***

# WESTERN BAY OF PLENTY JUNIOR CRICKET RULES 2017-18

## Intermediate Premier Gold, Blue & Reserve Grade – Term Fee \$200 per team

### GENERAL RULES

- If not directly specified, the normal rules of cricket apply
- Teams to be of 8 Players (9 may play by agreement of the coaches – the 9<sup>th</sup> man may bat and bowl but only 8 players may field at any time.) If a team has insufficient numbers to field 8, by mutual consent, batting team may lend players for fielding. Should team have spare players please try to arrange for spare players to play in the other team if they are short.
- Gold (better players Yr 8) Blue (mixture Yr 7/8) & Reserve (predominantly Yr 7)
- Hours of play 8.30am – 12.00pm: Players to be at grounds by 8.15 so games can start at 8.30am sharp.
- **Gold Division play 30 overs starting 8.30am, Blue Division play 24 overs starting 8.30am & Reserve Division play 20 overs starting at 9am.**
- In Gold the 2<sup>nd</sup> innings is to start at 10.20am. A minimum of 25 overs to be bowled.
- The match **must** be completed by 12.00 noon. All players are to be discouraged from time wasting.
- A drinks break **must** be taken after 15 overs in each innings. (Drinks should be held on the field – to save time)
- **The Pitch length shall be 18metres.** Best marked with “duct” tape.
- A two piece 142gm Kookaburra Commander or, if agreed by Coaches a leather ball ie Platypus Gem, Esteem or Kookaburra Red King can be used and agreed before play starts, A new ball should last 3-4 games if looked after adequately.

### BATTING

- Batters must wear protective gear i.e. pads, gloves, box (compulsory) and helmet (strongly recommended)
- In Gold and Blue Divisions if a batter is dismissed by a fair ball he/she is out. Compulsory retirement for batters after they have faced 30 balls. Retired batters can return after all other batters have batted. Batters can also be retired earlier at the discretion of the captain/coaches.
- In Reserve Division batters must face a minimum of 6 deliveries. If dismissed he/she changes ends with 2 runs added to the fielding teams batting score. If dismissed during those 6 balls the batter is deemed out at the completion of the 6<sup>th</sup> ball he/she faces.
- All balls including wides and no balls will be added into the batters ball count.

### BOWLING

- The bowling will take place in 5 over chunks from one end and then swap for the next five overs at the other end.
- A bowler can bowl a maximum of three over spells each, and cannot return until three overs have been bowled from the same end.
- A maximum of 5 overs per bowler per innings.
- Teams must attempt to bowl 20 overs per hour (slow over rates may require overs to be reduced)
- All overs to be six balls ie no extra balls for wides and no balls except for:
- Last over of each innings must have 6 legitimate deliveries to a maximum of 8 deliveries

### NO BALLS (1 Run is added to score)

- The ball bounces **more than twice** before reaching the batsman's crease.
- The ball bounces over batsman's shoulder in a normal standing position.
- The ball is a full toss above the batsman waist.
- Batsman may run on no balls and the extra runs are added to the score.
- If ball lands off pitch and deflects significantly back onto the pitch it will be deemed a dead ball – the ball will have to be bowled

### WIDES (1 Run are added to score)

- The ball is wide if it passes outside the lines agreed by the umpires at the beginning of the game. As a guide, these should be the Return crease line on the off side and 50% of the Return crease on the leg side.
- If the batsman manages to hit a wide delivery or if it hits the batsman **NO** wide is to be called.
- Batsman may run on wides and the extra runs are added to the score.

### LBW's

- The ball must pitch in line with the stumps and be hitting the stumps and hitting the pad behind the crease line.
- If ball deflected off glove or bat its NOT OUT
- No LBW in Intermediate Reserve Grade.

### FIELDING

- No player to field closer than 10 metres to the batsman facing except wicket keeper or slips.
- Boundaries will be a maximum of 40 metres from the centre of the wicket

# WESTERN BAY OF PLENTY JUNIOR CRICKET RULES 2017-18

## Primary Division One – Term Fee \$200 per team

### GENERAL RULES

- If not directly specified, the normal rules of cricket apply
- Approximate age group: **Blue** – school yrs 5 (& yr 6 who are less skilled.) **Gold** – school yrs 5/6 more skilled.
- Teams to be of 8 Players (9 may play by agreement of the coaches – the 9<sup>th</sup> man may bat and bowl but only 8 players may field at any time.) If a team has insufficient numbers to field 8, by mutual consent, batting team may lend players for fielding. Should a team have spare players please try to arrange for spare players to play in the other team if they are short.
- Hours of play **Gold** 8.30 am – 12.00 noon. **Blue** 9.00am – 12noon. Games to comprise of **Gold** 24 x 6 ball overs each innings and **Blue** 20 x 6 ball overs.
- The length of the **pitch is to be 16 metres** (both Gold and Blue). Duct tape is ideal to mark the 16 metre crease and stump position.
- The fielding team (**in Gold Division only**) is limited to bowling their allotted overs by 9.55am and the batting team must commence their innings no later than 10.05am
- A two piece 142gm Kookaburra Commander or, if agreed by Coaches a leather ball ie Platypus Gem, Esteem or Kookaburra Red King must be used and agreed before play starts, A new ball should last 3-4 games if looked after adequately.
- **THE EMPHASIS IS TO GIVE ALL PLAYERS THE OPPORTUNITY TO BAT AND BOWL**

### BATTING:

- Batters must wear protective gear i.e. pads, gloves, box (compulsory) and helmet (strongly recommended).
- In Gold Division batters to retire after facing 30 balls (or at the coach/captains discretion if taking too much time.)
- Retired batters have the right to return to bat again after all wickets have fallen.
- In Gold Division batters must face a minimum of 6 deliveries. If dismissed, he/she changes ends with a penalty of 2 runs added to the fielding teams batting score. If dismissed during those 6 balls the batter is deemed out at the completion of the 6<sup>th</sup> ball he/she faces.
- In Blue Division batters bat in pairs for 5 overs. Each dismissal will add 2 runs to the fielding teams batting score. Each dismissal the batters change ends.

### BOWLING:

- All bowling to be done from the same end.
- Each bowler can bowl no more than 3 x 6 ball overs.
- All overs to be six (6) balls i.e no extra balls for wides and no balls except for:
- Last over of each innings must have 6 legitimate deliveries to a maximum of 8 deliveries.

### NO BALLS: (1 Run is added to score)

- The ball which bounces **more than twice** before reaching the batsman crease.
- The ball bounces over batsmen shoulder in a normal standing position.
- The ball is a full toss above the batsman waist.
- Batsman may run on no balls and the extra runs are added to the score.
- If ball lands off pitch and deflects significantly back onto the pitch it will be deemed a **dead ball** - the ball will have to be bowled.

### WIDES: (1 Run to be added in Blue Division & 2 Runs are added to score in Gold Division)

- the ball passes outside the lines at the batsmen's crease (if no lines, then the umpire shall decide if the ball is not within reach of the batters normal stance)
- If the batter manages to hit a wide delivery or if it hits the batsman **NO** wide is to be called.
- Batters may run on wides and no balls and the extra runs are added to the score.
- If ball lands off pitch and defects significantly back onto the pitch will be deemed a **dead ball** - the ball will have to be bowled

### NO L.B.W's

### FIELDING

- No player to field closer than 10 metres to the batsman facing except wicket keeper or slips.
- Boundaries shall be a maximum of 35 metres from the centre of the pitch.
- Wicketkeeper must be wearing correct protective gear IE; gloves, box & pads.

# WESTERN BAY OF PLENTY JUNIOR CRICKET RULES 2017-18

## Primary Division Two – Term Fee \$145 per team

### 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 16 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 between 10-14 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 4 overs each
- Each player can be out numerous times but stays batting for full 4 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
- 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 **more than twice** 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

### FIELDING

- 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 awarded to the fielding team for each wicket taken.
- The team with the highest team score is declared the winner.

# WESTERN BAY OF PLENTY JUNIOR CRICKET RULES 2017-18

## Primary Division Three – Term Fee \$120 per team

### 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 CRICKETERS 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**