

JUNIOR COMPETITIONS - PLAYING CONDITIONS – ALL GRADES

- a. **Rules:** The Laws of Cricket (2017 Code 2nd Edition 2019) & subsequent amendments together with the Rules and Playing conditions of South Canterbury Cricket shall apply in all South Canterbury junior matches except where amended herein.
 - a. These rules and playing conditions may be downloaded off the South Canterbury Cricket website.
- b. **Exempted players:** Exemptions will only be considered upon written application to the Board.
- c. **Dress:** Players are expected to be dressed in white or team colours with suitable footwear. It is desirable for all players to wear hats/caps for protection against the sun and to bring sweatshirts/jerseys for cold conditions as appropriate.
- d. **Stumps:** Each team must provide 3 stumps and 2 bails.
- e. **Grounds:** Clubs are requested to ensure that all players are well behaved during matches and to show respect for the grounds, pitches and pavilion facilities.
- f. **Alcohol & Drugs: No alcohol or partaking of recreational drugs is permitted during any matches under South Canterbury Cricket jurisdiction. There are no exceptions!**
- g. **Postponements:** Postponements will be published via the South Canterbury website and Facebook pages.
 - a. About noon for Monday & Friday grade competitions.
 - b. 7:00am – 8:00am on Saturday mornings for Junior morning cricket.
 - c. By 10.30am for Saturday afternoon cricket.
- h. **Draw:** The weekly draw is published on the South Canterbury Cricket website. Ground changes re also notified on the website and/or Social media.
- I. RESULTS: ALL ADULT & YOUTH GRADES AS WELL AS JAB A & B GRADES MUST FURNISH FULL SCORECARD PLAYHQ RESULTS**
- J.**
- k. **Forms etc:** A selection of scoring forms, run charts and other informative items may be downloaded off the South Canterbury Cricket website. www.southcanterburycricket.co.nz

FAIR PLAY CODE

All players, parents, coaches, spectators and administrators should play cricket with the following ideals:

- *Respect the Spirit of Cricket and these Rules*
- *Respect officials and accept their decisions*
- *Respect the opponents*
- *Have concern for equal opportunity*
- *Be gracious winners and dignified losers*
- *This means you should as a ...*

Player ... <ul style="list-style-type: none">▪ <i>Co-operate with others and treat them with respect</i>▪ <i>Have fun, develop your own skills while accepting your limits</i>▪ <i>Know the rules – don't cheat</i>▪ <i>Accept the umpires decisions even if you don't think they are right</i>▪ <i>Don't use course language</i> Coach ... <ul style="list-style-type: none">▪ <i>Set a positive example</i>▪ <i>Teach the values of sportsmanship to your team</i>▪ <i>Never argue with officials in-front of players or spectators</i>▪ <i>Discourage a 'win at all cost' attitude</i>▪ <i>Encourage all players to participate</i>	Parent ... <ul style="list-style-type: none">▪ <i>Never force children to participate – rather encourage</i>▪ <i>Don't achieve your dreams by pressuring your child</i>▪ <i>Talk to your child. Encourage them. Are they having fun?</i>▪ <i>Are they learning that being fair and learning new skills are important?</i> Spectator ... <ul style="list-style-type: none">▪ <i>Do not ridicule players – remember you are a guest attending their game</i>▪ <i>Applaud fair and skilful play – from your team or from the opposition</i>▪ <i>Maintain a dignified manner</i>
--	---

SOUTH CANTERBURY CRICKET COACHING PHILOSOPHY

South Canterbury Cricket has adopted the attached coaching philosophies as determined by our Major Association, Canterbury Cricket. As such we are requesting that our coaches take the time to read and understand these philosophies.

The essential principle from these documents is for our coaches to understand that for our club junior and youth teams the following maxim is the guiding principle behind these philosophies.

Philosophy

While cricket is inherently competitive, the aim is for all players to have opportunities to develop, learn and perform at their best in a challenging but supportive environment.

This is the primary focus and should not be compromised for the sake of the result.

Hard ball requirements

Wicket-keepers standing within 2 metres of the stumps must wear an approved cricket helmet with a protective grill. This applies in all grades where a hard ball is used.

Balls

See individual grades for ball type

Field restrictions

Until the ball is played, no fielder (other than the wicket-keeper) may stand closer than 10 metres from the striker's wicket (in the shaded red area right) on the on-side or in-front of point on the off-side. (i.e. fielders may stand within 10 metres in the (un-shaded) off-side slip position as illustrated).

- **UMPIRES MUST ENFORCE THESE RULES**

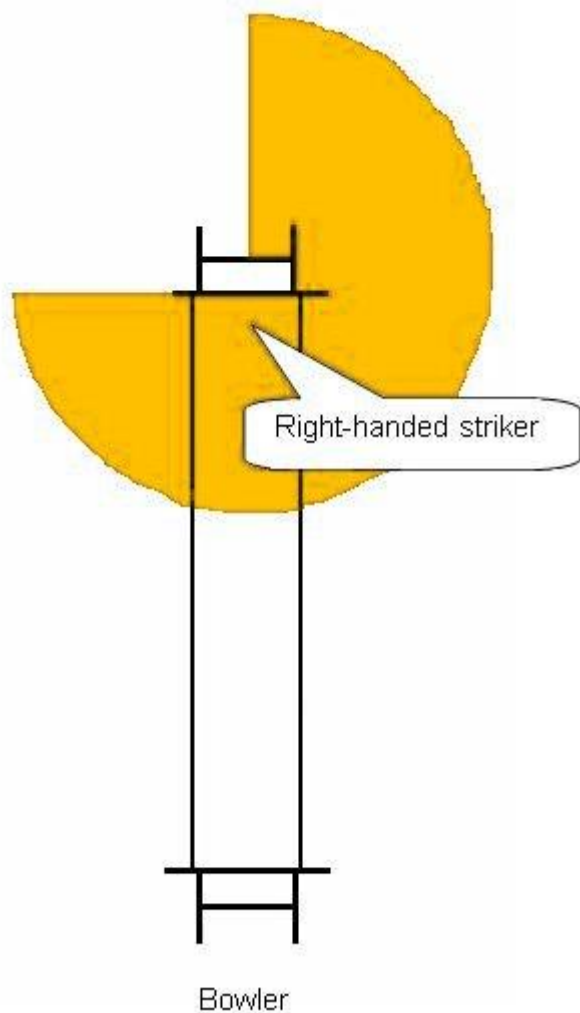
Before play

A few things often overlooked are listed here:

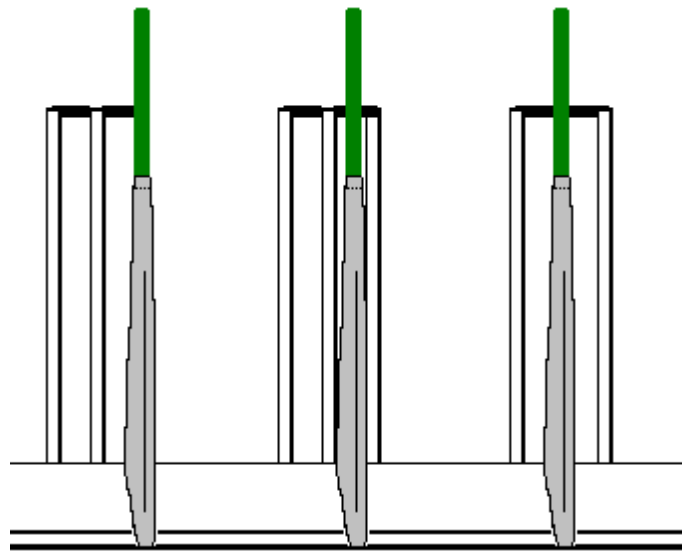
- ARE YOU READY FOR A DAY'S CRICKET? YOUR KIT, NOT JUST YOUR BAT, GLOVES, PADS ETC. BUT YOUR OWN PERSON CLOTHING. ARE YOUR WHITES CLEAN? ENSURE THIS IS DONE THE EVENING BEFORE THE MATCH. A CLEAN, TIDY PLAYER OFTEN HAS A CLEAN TIDY MIND, UNCLUTTERED, READY FOR THE DAY AHEAD.
- DO READ THE SPIRIT OF CRICKET ON PAGE 9. IT WILL HELP ENSURE YOU HAVE A GOOD DAY ON THE FIELD.
- WHO IS GOING TO SCORE THE MATCH? IF IT IS LIKELY TO BE YOURSELF, MAKE SURE YOU HAVE FINE TIP PENS OR PENCILS AND THE SCOREBOOK.
- ARRIVE EARLY HAVING HAD A GOOD BREAKFAST. IF YOU HAVE TO RUSH, YOU ARE BOUND TO FORGET SOMETHING AND THIS MAY BE ON YOUR MIND INSTEAD OF THE CRICKET AHEAD.

If you have no official umpires, captains have some extra duties.

- BEFORE CHECKING THE PITCH AND PITCH MARKINGS, TAKE THE TIME TO CHECK THE BOUNDARY MARKINGS. DO THEY CONFORM?
- BEFORE THE TOSS, GIVE YOUR OPPOSING CAPTAIN A LIST OF YOUR TEAM MEMBERS.
- THE TOSS (30 – 15 MINUTES BEFORE THE AGREED START TIME) MUST BE MADE ON THE FIELD OF PLAY. THAT IS INSIDE THE BOUNDARY, NOT NECESSARILY ON THE PITCH ITSELF. THE WINNER MUST INFORM HIS OPPONENT (AND THE UMPIRES) OF HIS DECISION TO BAT OR FIELD IMMEDIATELY.
- REMEMBER THAT CRICKET IS A SPORT PLAYED FIRST AND FOREMOST FOR PLEASURE. DO ALL YOU CAN TO MAKE IT AND **enjoyable if competitive day for all.**



TAKING GUARD



Leg-stump

Two legs, or
middle and leg

Middle stump

These are the three normal guard positions for a right-handed striker.
They are reversed for a left-handed striker.

These guard positions apply to a right-handed striker and should be reversed if left-handed.

When looking at the stumps from the bowler's end, they are:

Left stump	Off-stump
Middle stump	Middle-stump
Right stump	Leg-stump

The position between stumps are:

Off and middle stump	Middle and Off
Leg and middle stump	Two legs

- Politely ask the bowler's end umpire for guard. Use the toe of the bat as the mark point on the Popping crease; then confirm the mark.
- Do not do so again unless the mark is obliterated.

Repetition is time wasting and irritating to all participants

SOUTH CANTERBURY CRICKET JAB GRADES PLAYING CONDITIONS 2023

THE COMPETITIONS

Below you will find the rules and playing conditions for JAB A Grade, B1 Grade, B2 Grade, C Grade and Friday Bash Grade on separate pages for this season.

A GRADE ONE-DAY MATCHES (RECOMMENDED YR 7/8)

Year 7 & 8; recommended as at October 1 & exempted year-9 players

- The competition:** The competition comprises a scheduled series of One Day Limited-over matches
- Hours of play:** 8:45 am to 12:30 pm, unless the team managers agree otherwise by before the toss.
- The Team:** 9 players per side
- The Pitch:** The pitch shall be 18m
- The Boundary:** Max size of 40m measured from the centre of pitch
- The Ball:** 142gm Kookaburra Crown cricket ball
- The innings:** Each innings shall be limited to 30 overs per side
- If Team 1 is All-out before the completion of their allocated overs, Team 2 may use their own full allocation (30 overs).
 - No Free Hits in this grade
- Batting:**
- A batsman must face 6 deliveries before being given out.
 - If dismissed before 6 balls batsmen change ends and 3 runs are added to the bowling team's score.
 - After 6 balls are completed the batsman may continue their innings until dismissed.
 - All batsman must retire after facing 36 balls.
 - **If a batsman is dismissed in their first 6 balls and they continue on to retire, they will only be allowed a total of 18 balls before they must retire out at this point and may not return to bat again. Only players who have not been dismissed in the**

grace period may continue batting until 36 balls before retiring Not Out and are eligible to bat again after retiring.

- **Note this will be up to coaches/scorers to implement the 18 ball retirement rule as the PlayHQ system does not yet handle this. It will be monitored by Game Development staff.**
- Returning retired batsmen must return in the order they retired in.
- You may retire batsmen earlier than their maximum amount of balls in order to give players who have yet to bat a chance, but may not retire batsmen in order to bring back a previously retired player.
- All balls including no balls will be added into the batter's ball count. Wides are not included in the count.

Bowlers:

The bowling will take place in 5 over allotments from one end and then swap for the next 5 overs from the other end. This is negotiable between coaches.

- Each side must use a minimum of 6 bowlers who shall be limited to 5 overs each.
- Bowlers are limited to 4 overs in one spell (including spinners).
- Run ups for bowlers should not exceed more than 15 metres (from the stumps)
- Exempted (as above) bowlers shall be limited to a 5-pace run-up.

Extras:

All NO-BALLs & WIDEs shall be scored.

- 1 run is scored in addition to any runs scored otherwise

Overs:

Overs shall be limited to 8 deliveries.

Over-rate:

A minimum of 18 overs per hour.

Fielding:

A maximum of 9 players are allowed on the field at one time

- No fielder is to be within 10 metres of the striking batter or another fielder

Unfair bowling:

NO-BALL shall be called & signalled by the bowler's end umpire if:

The ball bounces more than once (that is 2 times or more), or rolls along the ground before reaching the striker – DEAD-BALL.

- No bouncers above shoulder height – (No ball & 1 warning)
- If a second bouncer from the same bowler is deemed deliberate and dangerous by the two umpires the bowler can be removed from the bowling crease.
- No beamers above waist height – (No ball & 1 warning)
- If a second beamer from the same bowler is deemed deliberate and dangerous by the two umpires the bowler can be removed from the bowling crease.

Points:

Loss	0 points
Tie	3 points each
Win	6 points
Abandoned match with or without play	3 points each

Scoring:

The PlayHQ scoring system should be used in this grade. All results must be submitted via PlayHQ. Results must be the full scorecard and NOT a basic result i.e. all batsmen and bowlers have their figures entered. If you do not use the App you need to fill in the online manual scorecard at completion of the match via PlayHQ. Clubs need to make each team's scorer an administrator on PlayHQ so that they can fill in the correct game.

Results must be submitted by the Tuesday following the match. South Canterbury Cricket update the tables and results on a Wednesday and teams have until Friday to appeal any results, else the results stand as of the Saturday following the match.

B1 GRADE ONE-DAY MATCHES (RECOMMENDED YR 7/8)

Year 7 & 8; recommended as at October 1 & exempted year-9 players

- The competition:** The competition comprises a scheduled series of One Day Limited-over matches
- Hours of play:** 9:00 am to 12:30 pm, unless the team managers agree otherwise by before the toss.
- (Games against Twizel Cricket Club teams start at 10am, or by arrangement with Twizel Cricket Club – Phil Brophy 021996361 or phil.twizel@gmail.com.)
- The Team:** 9 players per side
- The Pitch:** The pitch shall be 18m
- The Boundary:** Max size of 40m measured from the centre of the pitch
- The Ball:** 142gm Kookaburra Crown cricket ball
- The innings:** Each innings shall be limited to 24 overs per side
- If Team 1 is All-out before the completion of their allocated overs, Team 2 may use their own full allocation (24 overs)
 - No Free Hits in this grade
- Batting:**
- A batsman must face 6 deliveries before being given out.
 - If dismissed before 6 balls batsmen change ends and 3 runs are added to the bowling team's score.
 - After 6 balls are completed the batsman may continue their innings until dismissed.
 - All batsman must retire after facing 24 balls.
 - If a batsman is dismissed in their first 6 balls and they continue on to retire, they must retire out at this point and may not return to bat again. Only players who have not been dismissed can bat again after retiring.
 - Returning retired batsmen must return in the order they retired in.
 - You may retire batsmen earlier than their maximum amount of balls in order to give players who have yet to bat a chance, but may not retire batsmen in order to bring back a previously retired player.
 - All balls including wides and no balls will be added into the batter's ball count.
- Bowlers:** The bowling will take place in 6 over allotments from one end and then swap for the next 6 overs from the other end
- Each side must use a minimum of 6 bowlers who shall be limited to 5 overs each.
 - Bowlers are limited to 4 overs in one spell (including spinners).
 - Run ups for bowlers should not exceed more than 15 metres (from the stumps)

- Exempted (as above) bowlers shall be limited to a 5-pace run-up.

Extras: All NO-BALLs & WIDEs shall be scored.

- 1 runs is scored in addition to any runs scored otherwise

Overs: Overs shall be limited to 8 deliveries.

Over-rate: A minimum of 18 overs per hour.

Fielding: A maximum of 9 players are allowed on the field at one time

- No fielder is to be within 10 metres of the striking batter or another fielder

Unfair bowling: NO-BALL shall be called & signalled by the bowler's end umpire if:

- The ball bounces more than once (that is 2 times or more), or rolls along the ground before reaching the striker – DEAD-BALL.
- No bouncers above shoulder height – (no ball & 1 warning)
- If a second bouncer from the same bowler is deemed deliberate and dangerous by the two umpires the bowler can be removed from the bowling crease.
- No beamers above waist height – (no ball & 1 warning)
- If a second beamer from the same bowler is deemed deliberate and dangerous by the two umpires the bowler can be removed from the bowling crease.

Points:

Loss	0 points
Tie	3 points each
Win	6 points
Abandoned match with or without play	3 points each

The PLAYHQ scoring system should be used in this grade. All results must be submitted via PLAYHQ. Results must be the full scorecard and NOT a basic result i.e. all batsmen and bowlers have their figures entered. If you do not use the App you need to fill in the online manual scorecard at completion of the match via PLAYHQ. Clubs need to make each team's scorer an administrator on PLAYHQ so that they can fill in the correct game.

Results must be submitted by the Tuesday following the match. South Canterbury Cricket update the tables and results on a Wednesday and teams have until Friday to appeal any results, else the results stand as of the Saturday following the match.

B2 GRADE ONE-DAY MATCHES (RECOMMENDED YR 5 & 6)

Year 5 & 6; recommended as at October 1 & exempted year-7 players

The competition: The competition comprises a scheduled series of One Day Limited-over matches

Hours of play: 9:00 am to 12:00 pm, unless the team managers agree otherwise by before the toss.

- (Games against Twizel start at 10am, or by arrangement with Twizel Cricket Club – Phil Brophy 021996361 or phil.twizel@gmail.com.)

The Team: 8 players per side

The Pitch: The pitch shall be 16m

The Boundary: Max size of 35m measured from the batter's end stumps

The Ball: 142gm Kookaburra cricket ball

The innings: Each innings shall be limited to 20 overs per side

- If Team 1 is All-out before the completion of their allocated overs, Team 2 may use their own full allocation (20 overs)
- No Free Hits in this grade

Batting:

- A batsman must face 6 deliveries before being given out.
- If dismissed before 6 balls batsmen change ends and 3 runs are added to the bowling team's score.
- After 6 balls are completed the batsman may continue their innings until dismissed.
- All batsman must retire after facing 20 balls.
- If a batsman is dismissed in their first 6 balls and they continue on to retire, they must retire out at this point and may not return to bat again. Only players who have not been dismissed can bat again after retiring.
- Returning retired batsmen must return in the order they retired in.
- You may retire batsmen earlier than their maximum amount of balls in order to give players who have yet to bat a chance, but may not retire batsmen in order to bring back a previously retired player.
- All balls including wides and no balls will be added into the batter's ball count.

Bowlers: The bowling will take place in 5 over allotments from one end and then swap for the next 5 overs from the other end

- Each side must use a minimum of 6 bowlers who shall be limited to 4 overs each. Every player should be encouraged to bowl at least 1 over.
- Run ups for bowlers should not exceed more than 15 metres (from the stumps)
- Exempted (as above) bowlers shall be limited to a 5-pace run-up.

Extras:	All NO-BALLs & WIDEs shall be scored. <ul style="list-style-type: none"> • 1 runs is scored in addition to any runs scored otherwise 	
Overs:	Overs shall be limited to 8 deliveries.	
Over-rate:	A minimum of 18 overs per hour.	
Fielding:	A maximum of 8 players are allowed on the field at one time <ul style="list-style-type: none"> • No fielder is to be within 10 meters of the striking batter or another fielder 	
Unfair bowling:	NO-BALL shall be called & signalled by the bowler's end umpire if: <ul style="list-style-type: none"> • The ball bounces more than once (that is 2 times or more), or rolls along the ground before reaching the striker – DEAD-BALL. • No bouncers above shoulder height – (no ball & 1 warning) • If a second bouncer from the same bowler is deemed deliberate and dangerous by the two umpires the bowler can be removed from the bowling crease. • No beamers above waist height – (no ball & 1 warning) • If a second beamer from the same bowler is deemed deliberate and dangerous by the two umpires the bowler can be removed from the bowling crease. 	
Points:	Loss	0 points
	Tie	3 points each
	Win	6 points
	Abandoned match with or without play	3 point each

The PLAYHQ scoring system should be used in this grade. All results must be submitted via PLAYHQ. Results must be the full scorecard and NOT a basic result i.e. all batsmen and bowlers have their figures entered. If you do not use the App you need to fill in the online manual scorecard at completion of the match via PLAYHQ. Clubs need to make each team's scorer an administrator on PLAYHQ so that they can fill in the correct game.

Results must be submitted by the Tuesday following the match. South Canterbury Cricket update the tables and results on a Wednesday and teams have until Friday to appeal any results, else the results stand as of the Saturday following the match.

C GRADE FRIDAY NIGHT ONE DAY MATCHES (RECOMMENDED YR 4 - 6)

Year 4, 5 & 6; recommended as at October 1

The competition:	The competition comprises a scheduled series of One Day Limited-over matches
Hours of play:	3:45 pm to 6:00 pm, unless the team managers agree otherwise by <u>before the toss</u> . (or as close as you can make it. Please contact opposition coach prior to match day if going to be late!) Mackenzie C Grade competition matches are played on Saturday mornings with a 10.00am start.
The Team:	8 players per side
The Pitch:	The pitch shall be 16m
The Boundary:	Max size of 35m measured from the batter's end stumps
The Ball:	Incrediball
The innings:	Each innings shall be limited to 16 overs per side. If both coaches agree before the start of play you can play up to a max of 20 overs per side. Score starts at 100 and goes up/down.
Batting:	<ul style="list-style-type: none">• Each pair bats for 4 overs each• No outs (-5 runs for an out)• If a batter gets out, the batters change ends• Run outs, stumping's, hit wicket, bowled and caught are only dismissal methods allowed. No lbws.• No helmet, pads or gloves required
Bowling:	Bowl from one end only <ul style="list-style-type: none">• All players to bowl a minimum of 2 overs• Bowlers shall be limited to a maximum of 3 overs each.• Bowlers are limited to 2 overs in one spell.• Run ups for bowlers should not exceed more than 10 metres (from the stumps)
Extras:	At discretion of coaches whether wides re-bowled
Overs:	Overs shall be limited to 6 deliveries.
Over-rate:	A maximum of 40 overs shall be bowled in a day; 18 overs per hour.
Fielding:	A maximum of 8 players are allowed on the field at one time !! <ul style="list-style-type: none">• No fielder is to be within 10 meters of the striking batter or another fielder• Players may be subbed onto field. Must never be more than 8 on field at one time

Points Table:

There is no points table in this grade so PLAYHQ is not needed, but is available. No results need to be sent to South Canterbury Cricket.

Friday Night Bash matches (Recommended Beginners Yr 2-6)

The competition:

The competition comprises a scheduled series of One Day Limited-over matches

Hours of play: 3:45 pm to 6:00 pm, unless the team managers agree otherwise by before the toss.
(or as close as you can make it. Please contact opposition coach prior to match day if going to be late!)

The Team: 6 players per side

The Pitch: The pitch shall be 14m

The Boundary: Max size of 25m measured from the batter's stumps

The Ball: Incrediball

The innings: Each innings shall be limited to 12 overs per side. Score starts at 100 and goes up/down.
It is not necessary to take the score in these matches, the idea is for the players to learn and develop skills. On field coaching is actively encouraged.

Batting:

- Each pair bats for 4 overs each
- No outs (-5 runs for an out)
- If a batter gets out, the batters change ends
- Batters to face approximately the same amount of balls each in their pairs.
- Run outs, stumping's, hit wicket, bowled and caught are only dismissal methods allowed. No lbws.
- No helmet, pads or gloves required

Bowling:

- Bowl from one end only
- All players to bowl a minimum of 2 overs
- Run ups for bowlers should not exceed more than 10 metres (from the stumps)
- Extras: All NO-BALLS & WIDES to be placed on cone and hit by facing batsman
- Runs from cone are scored

Overs: Overs shall be limited to 6 deliveries.

Over-rate: A minimum of 24 overs shall be bowled in a day; 18 overs per hour.

Fielding: A maximum of 6 players are allowed on the field at one time

- No fielder is to be within 10 meters of the striking batter or another fielder

Points:

There is no points table