

## Colts Grade Rules 2024

The purpose of this competition is to provide a meaningful grade for players transitioning from Primary School through to adult club sides or first XIs.

The principle philosophy in line with NZC expectations is to provide an enjoyable experience where most players (if not all each week) get a good opportunity to develop their skills, play with their mates, and enjoy their cricket so that in an ideal world we retain them in a lifetime of cricket.

Coaches/managers are expected to manage this, and where possible enable play to have like versus like. SCCA understands it is a competition and teams will want to win, but do not want to see older fast bowlers intimidating younger batsmen. Coaches will know those that are more capable, so we expect them to manage the game so as not to deter young or new players from enjoying it. Make sure they all get a go!

As such we have rest the rules for the pre-Xmas period of 2023 so that this format encourages all players to participate and betters will now bat in pairs and everyone must bowl.

**NZC rules apply i.e. all methods of dismissal apply.**

## Teams

- Teams shall be 8 aside for this competition. You may play more up to a maximum of 10 players aside by agreement between the coaches/managers.
- Players must be Year 9 minimum age and ideally no older than Year 10. Dispensations for clubs to allow them to form a team should be requested from the South Canterbury Cricket Association.
- If an adult is required to allow even numbers that adult should bat and bowl last. (Proviso: Where possible adults are expected to manage team and only play when insufficient numbers. These players should only bat and/or bowl after all youngsters as a last resort, but their primary input when playing is as a supporting role for the younger players).
- Coaches and managers are expected to keep team numbers even i.e. share players and by agreement with both teams. If both teams are short of players (including adults) then play 6 or 7 aside.

## The Match

- The match shall be limited to a total of 16 overs each – i.e. a single innings match.
- One ball per team shall be used for the match.
- The winner of the match is the team with the most runs at the conclusion of the match.

- A minimum of 10 overs each is required to constitute a match, unless a side is ALL OUT earlier, or passes the winning score in less overs.
- If a match finishes early, players are encouraged to play a second innings if both teams agree. However, no extra points can be attained, and the first innings result is to be supplied for official results.
- **Matches and Results must be scored on PlayHQ or via the pairs batting scoresheet available here <https://www.southcanterburycricket.co.nz/wp-content/uploads/2013/10/nzc-super-cricket-scoresheet.pdf> and manually uploaded to PlayHQ afterwards.** A full scorecard is required, so players need to be registered and full names used in the book, or ideally on the iPad or App. Results need to be submitted by Saturday following the match to be recognized as official.
- Matches are scheduled to start at 3.45pm on Wednesday afternoon.
- Teams may arrange other starting times e.g. 10.00am or mid-week as suited to other needs, especially if teams may be short. In these cases team managers/coaches should liaise with the opposition to agree a time and / or date, BUT must also contact Mark at the South Canterbury Cricket office to ensure availability of grounds, pitches for the event change. Notification by noon Monday at the latest preceding the match has the most likelihood of success.

## Batting

- When batting, all players must wear an approved helmet.
- Batters bat in pairs for 4 overs, then change to the next pair.
- For each dismissal a penalty of 3 runs will be added to opposition score.

## Bowling

- Bowlers are restricted to two overs each during the match.
- The only exception is when a team has less than 8 players when a bowler may bowl 3 overs. This should only happen after all players have already bowled two over each.

## Fielding

- When standing up close to the wicket, wicket-keepers should wear a helmet.
- A maximum of 8 players on the field at once.
- You may field up to a maximum of 10 players on the field at one time if both the coaches/managers have agreed to a 10 aside match prior to the start.
- No more than 5 players may field outside the imaginary 30m circle at any time i.e., 4 inner fielders including bowler and wicketkeeper.

## The Pitch & Ball

- The pitch shall be 20m long (full length)
- The ball shall be a 156gm Red 2-piece Kookaburra Red King of good quality.