

Central Otago Junior Cricket Formats

2021/2022 Season



October 2021






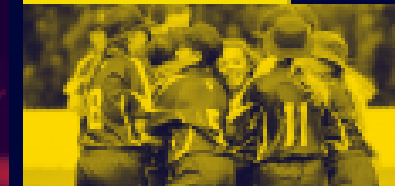


































Junior Cricket

NZC's junior cricket accommodates different ages and stages with the objective of providing accelerated skill development, making it action packed and fast paced with maximum involvement for the kids.

This means shorter pitch lengths, fewer player numbers, shortened boundaries and appropriately sized bats and balls. More action, more running, more balls in play, less wides, more fun!



FORMATS

SUPERSTAR CRICKET ACADEMY	SUPERSTAR CRICKET	PRIMARY	INTERMEDIATE	DISTRICT	CUP & SHIELD TOURNAMENT
					
 Learning the skills	 Pitch 10-14M	 Pitch 18M	 Pitch 18M	 Pitch 18M	 Pitch 18M
 Warm-up games	 Players 8	 Players 8	 Players 9	 Players 9	 Players 9
 Batting skills and games	 Overs 8-16	 Overs 20 MAX	 Overs 30 MAX	 Overs 40 MAX	 Overs 20 MAX
 Bowling skills and games	 Boundaries 30-40 MAX	 Boundaries 35 MAX	 Boundaries 40 MAX	 Boundaries 45 MAX	 Boundaries 45 MAX
 Fielding skills and games	 Dismissals PAIRS* <small>*Pairs cricket batting rules apply 3 ways to get out</small> <ul style="list-style-type: none"> - Batted - Caught - Hit Wicket - Stumped - Run out 	 Dismissals NONE* <small>*Ball out your 8 overs as a pair</small> <small>MAJ/CDs can introduce consequences for dismissals if required</small> <small>LBW's - No</small> <small>Stumpings - Yes</small>	 Dismissals ALL* <small>*Minimum number of balls - 8 (from there on all dismissals apply)</small> <small>- Compulsory retirement - 30 balls</small> <small>- MAJ/CDs can introduce consequences for dismissals if required</small>	 Dismissals ALL* <small>*Negotiable</small>	 Dismissals ALL
 Modified team games	 Equipment Modified ball (inwood/soft)	 Equipment 142g two piece ball or modified ball Mandatory helmets	 Equipment 142g two piece ball or modified ball Mandatory helmets	 Equipment 142g two piece ball Mandatory helmets	 Equipment 142g two piece ball Mandatory helmets
5-10 YEAR OLDS	5-10 YEAR OLDS	YEAR 5-6	YEAR 7-8	YEAR 7-8	YEAR 7-8

Notes to coaches

It is recommended that coaches get in touch prior to the game to confirm team numbers and venue. They should also have a quick chat before the game (maybe at the toss) to discuss LBWs, (Div 1 only), Wides, and No Balls according to the rules for that grade.

Coaches should encourage captains and players to control play, give guidance where needed and try not to micro-manage. (on field coaching is still encouraged, especially if a player is struggling with an aspect of the game).

Field settings

- In all grades there is to be a maximum of 4 players only on the onside (the legside).

Over Rate

- An over rate of 20 overs per hour should be achieved in all junior grades. This is a goal that most coaches should be able to achieve. Continual changing of the field settings and not moving quickly between overs will hamper the over rate. Additionally, player run-ups should be restricted as per format rules as they are unnecessary at this age.

Uneven Teams

- Coaches need to discuss player numbers before starting play and adjust they game/number of overs to be played. For uneven teams, a team may bat a player twice if they have less than 9 players but returning batsmen must be returned in ascending order i.e. lowest scoring batsman return first as so on. The opposing team must provide up to 2 players if requested to assist with fielding and these players may be rotated as required.

Division 1

Year 7 or 8 at school (12 – 13 years old)

Pitch Length:

- 18-meter pitch length (stumps to stumps)

Player Numbers:

- 9 players per team

Overs per team:

- 30 overs maximum per team to be bowled (180 balls based on no extras being bowled)

Time:

- Games start at 9:30am to 12:30pm
- 180 minutes (Game can be completed in 3 hours)

Boundaries:

- A maximum of 40 meters, taking the measurement from the middle of the pitch

Batting:

- Batters must face a minimum of 6 balls (after the 6 balls all dismissals apply)
- Compulsory retirement for batters after they have faced 30 balls.
- Retired batters can return after all other batters have batted. Lowest scoring batters return first.
- All balls, including wides and no balls will be added into the batters ball count
- If a batter gets out, the batters change ends, and the agreed penalty for the dismissal can be applied

Bowling:

- The bowling will take place in 4 over chunks from one end and then swap for the next 4 overs at the other end.
- Bowling directive for bowlers; Players are to have a maximum of 5 overs (4 over spell) . Every player (with the exception of the wicket keeper) must bowl 2 overs. No player may bowl their third over until all players have bowled **two overs**.
- All overs are 6 ball overs with a **maximum of 8 balls** if extras are required to be bowled.
- Run ups for bowlers should **not exceed** more than 15 meters (from the stumps).
- An extra run is given for wides and no balls.

Fielding:

- No fielder is to be within 10 meters of the striking batter or another fielder to encourage more singles and safety.
- No more than 4 fielders allowed on the leg side

Dismissals:

- All dismissals apply
- Dismissal consequence +5 to the fielding team (if a batter gets out within their minimum 6 balls. Batters simply change ends, and the agreed penalty for the dismissal can be applied)

Equipment

- Kookaburra or similar two piece ball 142g
- Helmets must be worn by batsmen and wicketkeepers.

Coach Education

- Advanced Foundation.

Division 2

Year 7 or 8 at school (11 – 13 years old)

Pitch Length:

- 18 meters pitch length (stumps to stumps)

Player Numbers:

- 9 players per team

Overs per team:

- 30 overs maximum per team to be bowled (180 balls based on no extras being bowled)

Time:

- Games start at 9:30am and finish by 12:30pm
- 180 minutes (Game can be completed in 3 hours)

Boundaries:

- A maximum of 40 meters, taking the measurement from the middle of the pitch

Batting:

- Batters must face a minimum of 6 balls (after the 6 balls all dismissals apply)
- Compulsory retirement for batters after they have faced 30 balls.
- Retired batters can return after all other batters have batted.
- All balls, including wides and no balls will be added into the batters ball count
- If a batter gets out, the batters change ends, and the agreed penalty for the dismissal can be applied

Bowling:

- The bowling will take place in 5 over chunks from one end and then swap for the next 5 overs at the other end.
- Bowling directive for bowlers; Players are to have a maximum of 5 overs (4 over spell) . Every player (with the exception of the wicket keeper) must bowl 2 overs. No player may bowl their third over until all players have bowled two overs.
- All overs are 6 ball overs with a maximum of 8 balls if extras are required to be bowled.
- Run ups for bowlers should not exceed more than 15 meters (from the stumps).
- An extra run is given for wides and no balls.

Fielding:

- No fielder is to be within 10 meters of the striking batter or another fielder to encourage more singles and safety.
- No more than 4 fielders allowed on the leg side

Dismissals:

- No LBWs
- Dismissal consequence +5 to the fielding team (if a batter gets out within their minimum 6 balls. Batters simply change ends, and the agreed penalty for the dismissal can be applied

Equipment

- Kookaburra or similar two piece ball 142g
- Helmets must be worn by batsmen and wicketkeepers.

Coach Education

- Advanced Foundation

Division 3

Year 5 or 6 at school

Pitch Length:

- 16 meters pitch length (stumps to stumps)

Player Numbers:

- 8 players per team

Overs per team:

- 20 overs maximum per team to be bowled (120 balls based on no extras being bowled)

Time:

- Games start at 9:30am and finish by 11:30pm
- 120 minutes (Game can be completed in 3 hours)

Boundaries:

- A maximum of 35 meters, taking the measurement from the middle of the pitch

Batting:

- Each batting pair will bat their 5 over allotment
- All balls, including wides and no balls will be added into the batters ball count.
- If a batter gets out, the batters change ends, and the agreed number of runs can be subtracted from their team's total.

Bowling:

- All bowling is to take place from one end only
- Bowling directives for bowlers; All 8 players are to have a minimum of 2 overs
All players are to have a maximum of 3 overs. Every player (with the exception of the wicket keeper) must bowl 2 overs. No player may bowl their third over until all players have bowled two overs.
- All overs are 6 ball overs with a maximum of 8 balls if extras are required to be bowled.
- Run ups for bowlers should not exceed more than 10 meters (from the stumps).

Fielding:

- No fielder is to be within 10 meters of the striking batter or another fielder to encourage more singles and safety.
- No more than 4 fielders allowed on the leg side

Dismissals:

- No LBWs
- Dismissal consequence +2 to the fielding team. Batters simply change ends, and the agreed penalty for the dismissal can be applied

Equipment

- Kookaburra or similar two-piece ball 142g
- Helmets must be worn by batsmen and wicketkeepers standing-up
- Pads, Gloves & Abdominal guard (males)

Coach Education

- Advanced Foundation

Superstars

Entry level boys and girls Year 3-4

Pitch Length:

- 10 to 14 meters pitch length (stumps to stumps)

Player Numbers:

- 8 players per team

Overs per team:

- 16 overs maximum per team to be bowled (120 balls based on no extras being bowled)

Time:

- Games start at 9:30am and finish by 11:30pm. Or 4:30 Friday afternoons by arrangement between coaches.
- 120 minutes (Game should be completed within 2 hours)

Boundaries:

- A maximum of 30-40 meters, taking the measurement from the middle of the pitch

Batting:

- Each batting pair will bat their 2 over allotment
- All balls, including wides and no balls will be added into the batters ball count.
- If a batter gets out, the batters change ends, and the agreed number of runs can be subtracted from their team's total.

Bowling:

- All bowling is to take place from one end only
- Bowling directives for bowlers; All 8 players are to have a minimum of 2 overs.
- All overs are a maximum of 6 ball overs including extras. Wides and no balls are **not** re-bowled.
- Run ups for bowlers should not exceed more than 8 meters (from the stumps).

Fielding:

- No fielder is to be within 10 meters of the striking batter or another fielder to encourage more singles and safety.
- No more than 4 fielders allowed on the leg side
- Rotate the field at the end of each over.

Dismissals:

- No LBWs
- Dismissal consequence +2 to the fielding team. Batters simply change ends, and the agreed penalty for the dismissal can be applied

Equipment

- Softball or soft 'incred' style ball
- Two plastic bats, two sets of plastic stumps and a soft ball.