



2017-18

# JUNIOR HANDBOOK

Vincent Cricket

## Rules – Vincent Junior Cricket

Each section, Youth Division 1, Primary A Division 1, Division 2, Division 3 and Division 4 have their own rules. See the following pages for more details.

Idea behind grades rather than year based is to have players playing in the right grade for their ability. It has also been designed to allow players to stay in the same team for the entire season rather than having to change post Christmas.

### NOTES TO COACHES.

It is recommended that coaches should have a quick chat before the game (maybe at the toss). They should discuss LBWs, Wides, and No Balls according to the rules for that grade. Youth Division 1 and Primary A coaches to 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)**

### NOTES TO SCORERS.

Below are the standard scoring symbols that we encourage scorers to use when using a scorebook.

Bye	B	Followed by a superscript (B <sup>1</sup> , B <sup>2</sup> , B <sup>3</sup> , B ) numeral indicating the number of Byes completed.
Leg Bye	L	Followed by a superscript (L <sup>1</sup> , L <sup>2</sup> , L <sup>3</sup> , L ) numeral indicating the number of Byes completed.
No Ball		Put a dot or if additional runs are scored, put runs inside the circle
Wide		If additional runs are scored, put runs in one of the spaces of the cross
Wicket	W	
Out	//	When batsman is dismissed place this at the end of the batsman's tally line

# Youth Division 1

## **Objectives**

To encourage participation by all players. As long as the innings duration allows all players with the possible exception of the wicket keeper should bowl in an innings. All players should bat in an innings.

## **Grading**

Recommend players should be in year 9 or 10 at school

## **Ball**

Kookaburra or Platypus leather two piece ball 156g

## **Pitch**

Full pitch 20.12 metres

Boundaries 50 metres

## **Time (toss 10 minutes before game starts)**

Playing hours 1.00pm until conclusion

## **Over's**

Maximum of 35 over's per team. Can be modified with consultation between coaches prior to start of game.

## **Bowlers**

Maximum of 7 over's per bowler with a maximum of 4 to be bowled in one spell for pace bowlers. **A maximum of 8 balls per over.** However all players should have a bowl to encourage participation.

Sides to consist of 11 players. However this can be reduced if player numbers are below this. Once again Coaches should communicate shortage of players prior to the game.

**Normal Rules of Cricket apply.**

**ALL** Batsmen **MUST** wear a Helmet, thigh pad and abdominal Guard (new New Zealand Cricket Requirement).

## **Primary A Division 1**

### **Objectives**

To encourage participation by all players. As long as the innings duration allows all players with the possible exception of the wicket keeper should bowl in an innings. All players should bat in an innings.

### **Grading**

Recommend players should be in year 7 or 8 at school (12 – 13 years old).

### **Ball**

Kookaburra or Platypus leather two piece ball 142g

### **Pitch**

Full pitch 18 metres

Boundaries 40 metres

### **Time Not Overs**

**(toss 10 minutes before game starts)**

Playing hours 9.00am – 12:45pm

The team batting first will face 35 over's or bat until 10.45am whichever comes first (unless they are bowled out), the team batting second would then face the same number of over's as the team who batted first. (Please note if the team batting first is bowled out before 10.45am, the team batting second is still entitled to 35 over's. **Change of Innings: 15mins.** In the unlikely event of the game having to finish before the team batting second has faced their full entitlement of over's the result of the game will be determined by the team who has the highest run rate. (Calculated by dividing the amount of runs scored by the amount of over's faced).

### **Over's**

Maximum of 35 over's per team

### **Bowlers**

Maximum of 7 over's per bowler with a maximum of 4 to be bowled in one spell for pace bowlers. **A maximum of 8 balls per over.** However all players should have a bowl to encourage participation.

## Field Control

Captain to be encouraged to control play. Coaches to encourage fielding teams to bowl 20 overs an hour (**3 minutes per over**).

No more than 4 fielders allowed on the leg side. (if 9 a side) otherwise 5

## Batting

Batsman must retire immediately at reaching 50, but may return after the remainder of the team has batted. Batsmen can also retire earlier than 50 and return after the rest of the team has batted, any player retired before 50 must return before any batsman retired at 50.

**Helmets - must be worn at all times by batsmen and wicketkeeper standing up to the wickets.**

## Wides

An extra run is given. Where in the opinion of the umpire the ball is outside the reach of the batsman when playing a normal cricket shot

## No ball

An extra run is given and no ball is called for

- Ball bouncing above shoulder height of the batsman when at normal standing level (either umpire to call).
- Full toss over waist height when batsman is standing normally (either umpire to call).
- Fielding closer than 10 metres (other than in slip area). The umpire to warn the fielder in the first instance. If they persist, a no ball is to be called.
- When a ball bounces **more than twice** before reaching the popping crease.
- When the ball rolls along the ground, or comes to rest before the Strikers wickets. A No ball to be called and signalled and then immediately call and signal Dead ball.
- If a bowlers front foot has not landed with some part of the foot behind the popping crease (grounded or raised)
- When a bowlers back foot cuts or is over the return crease
- Ball bowled that bounces outside the regular pitch
- Runs scored from the bat count in addition to the extra

**LBW** – Yes. *Coaches to discuss prior to play*

**Playing Numbers** - 9 per side

**Scorers** from both teams shall sit together.

## Division 2

### **Objectives**

To encourage participation by all players. All players with the possible exception of the wicket keeper should bowl in an innings. All players should bat in an innings.

### **Grading**

Players should be 11 - 13 years of age or in year 6, 7 or 8 at school.

- Games to start at 9.00am Games can be played on Friday afternoon, to avoid dew, beginning at 4.30pm. This would have to be prearranged by coaches of both teams. **(all start times negotiable)**
- A 2 piece Australian leather (142gm) cricket ball is to be used.
- Sides consist of 8 players
- Uneven teams numbers a team may bat a player twice if they have less than 8 players but returning batsmen must be returned in ascending order i.e. the lowest scoring batsmen must return first and so on. The opposing team must provide up to 2 players if requested to assist with fielding and these players may be rotated as the need arises.
- More than 8 players - A max of 2 players can be used as replacements during a game. Batting 8 must be named in the scorebook before the start of play. Replacement players may bowl and field only.
- **Length of game, 30 overs**
- There is a maximum of 6 balls per over. (including wides and no balls) Wides and not balls are **NOT** to be rebowled.
- No balls and wides to be called. Full toss above waist height, no ball. Ball bouncing more than once before the popping crease or rolling along the ground - The umpire at the bowler's end shall call and signal 'NO BALL'
- No Balls and Wides. 2 runs added to sundries. If batsmen run on a wide then wide + runs are added to sundries. . A ball cannot be a wide if a batsman hits it. Umpires to agree wide lines before the game begins.

- Bowlers to bowl a Maximum 6 overs per player. 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.**
- **No LBW.**
- Retirement, 30 runs or less if there are batsmen to follow. Must retire at 30 and not end of over. Retired batters can return at end of innings on the basis that the lowest scoring retired batsmen return first and then they must stay at the crease until they are out or they reach 30 runs (if retired before reaching 30).
- Fieldsman should not be closer than 10 metres in front of the batsman apart from slip and wicketkeeper.
- **ALL** Batsmen **MUST** wear a Helmet, thigh pad and abdominal Guard (new New Zealand Cricket Requirement).
- **On field coaching is encouraged but to be kept to a minimum**
- Pitch Length: 18m
- Bounday 40m

## Division 3

### Objectives

To encourage participation by all players. All players with the possible exception of the wicket keeper should bowl in an innings. All players should bat in an innings.

### Grading

Players should be 10 to 11 years old and in years 5 or 6 at school. Year 4 players who have the ability to play hard ball cricket may also play in this grade. This will be a decision made by coaches and not parents.

- Games to start at 9.00am. Games can be played on Friday afternoon, to avoid dew, beginning at 4.30pm. This would have to be prearranged by coaches of both teams. **(all start times negotiable)**
- A 2 piece Australian leather (142g) cricket ball is to be used.
- Sides consist of 8 players
- Uneven teams numbers a team may bat a player twice if they have less than 8 players but returning batsmen must be returned in ascending order i.e. the lowest scoring batsmen must return first and so on. The opposing team must provide up to 2 players if requested to assist with fielding and these players may be rotated as the need arises.
- More than 8 players - A max of 2 players can be used as replacements during a game. Batting 8 must be named in the scorebook before the start of play. Replacement players may bowl and field only.
- Length of game, 30 overs
- There is a maximum of 6 balls per over. (including wides and no balls) Wides and no balls are **NOT** to be rebowled.
- No balls and wides to be called. Full toss above waist height, no ball. Ball bouncing more than once before the popping crease or rolling along the ground - The umpire at the bowler's end shall call and signal 'NO BALL'
- No Balls and Wides. 2 runs added to sundries. If batsmen run on a wide



then wide + runs are added to sundries. . A ball cannot be a wide if a batsman hits it. Umpires to agree wide lines before the game begins.

- Bowlers to bowl a Maximum 5 overs per player. 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.**
- No LBW
- Batsmen must face a minimum of 6 good deliveries before they depart the wicket. Any subsequent dismissal by the dismissed batsman during the 6 ball period will result in the loss of 2 runs for each dismissal.
- Retirement, 30 runs or less if there are batsmen to follow. Must retire at 30 and not end of over. Retired batters can return at end of innings on the basis that the lowest scoring retired batsmen return first and then they must stay at the crease until they are out or they reach 30 runs (if retired before reaching 30).
- Fieldsman should not be closer than 10 metres in front of the batsman apart from slip and wicketkeeper.
- **ALL** Batsmen **MUST** wear a Helmet, thigh pad and abdominal Guard (new New Zealand Cricket Requirement).
- **On field coaching is encouraged but to be kept to a minimum**
- Pitch Length: 18m - On a standard length Cricket Wicket, place the Stumps on the Crease Line, at one end, and mark a new crease line (using tape, chalk or cloth).
- New players may elect to play in the year 3-4 competition if not wanting to play hard ball cricket.

## **Division 4**

### **Objectives**

To encourage participation by all players. All players with the possible exception of the wicket keeper should bowl in an innings. All players should bat in an innings.

### **Grading**

Players should be in years 3 or 4 at school.

- Games to start at 9.00am – Games can be played on Friday afternoon, to avoid dew, beginning at 4.30pm. This would have to be prearranged by coaches of both teams. ( all start times negotiable)
- A soft cricket ball is to be used. (wonderball)
- Sides consist of 8 players
- Uneven numbers. A team may bat a player twice if they have less than 8 players but returning batsmen must be returned in ascending order i.e. the lowest scoring batsmen must return first and so on. The opposing team must provide up to 2 players if requested to assist with fielding and these players may be rotated as the need arises.
- More than 8 players - A max of 2 players can be used as replacements during a game. Batting 8 must be named in the scorebook before the start of play. Replacement players may bowl and field only.
- Max 24 overs batting for each side.
- Batsmen bat in pairs for 6 overs
- A batsman who is out does not leave the crease, but two runs are deducted from the teams score. Once out should go to the non strikers end unless it is the end of the over.
- Double bounce called a no ball (without penalty – no runs added to the total) if the ball bounces more than once (i.e., 2 times) before the popping crease. Batsmen cannot be dismissed on a no ball unless run out. A player may bowl from 15m (but no closer) if he/she is having trouble reaching the popping crease on the first bounce.

- Full toss above waist height to be called “no ball” . Two runs to be add to sundries and not rebowled
- No LBW's
- There is a maximum of 6 balls per over. (including wides and no balls)
- Wides. 2 runs per wide added to sundries. If batsmen run on a wide then wide + runs are added to sundries. . A ball cannot be a wide if a batsman hits it. Umpires to agree wide lines before the game begins. Wides are not to be rebowled.
- Each player should bowl a minimum of 2 overs.
- Fieldsman should not be closer than 10 metres in front of the batsman apart from slip and wicketkeeper.
- ALL Batsmen should be encouraged to wear a Helmet and Abdominal Guard (new New Zealand Cricket Requirement). This is optional
- On field coaching is encouraged - but to be kept to a minimum)
- Pitch Length: - 16m