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# GROUNDS DIRECTORY

## WELLINGTON

Alex Moore Park  
Anderson Park  
Ben Burn Park  
Churton Park  
Grenada North Park  
Happy Valley Park  
Ian Galloway Park  
Karori Park  
Kelburn Park  
Kilbirnie Park  
Liardet Street  
Linden Park  
Linden West Park  
MacAlister Park  
Melrose Park  
Miramar Park  
Nairnville Park  
Pinkerton Park  
Prince of Wales Park  
Tanera Park  
Seatoun Park  
Wakefield Park  
Bannister Avenue, Johnsonville  
Botanical Gardens, Tinakori Road, Thorndon  
Campbell Street, Karori  
Halswater Drive, Churton Park  
Junction of Jamaica Drive and Caribbean Drive, Grenada North  
Happy Valley Road, Owhiro Bay  
Curtis Street, Wilton  
Karori Road, Karori  
Salamanca Road, Kelburn  
Junction of Evans Bay Road and Kilbirnie Crescent, Kilbirnie  
Liardet Street, Berhampore  
Gee Street, Tawa  
Gee Street, Tawa  
Adelaide Road, Newtown  
Sutherland Crescent, Melrose  
Darlington Road, Miramar  
Lucknow Terrace, Khandallah  
Pinkerton Grove, Newlands  
Salisbury Terrace, Mt Cook  
Laura Avenue, Brooklyn  
Ludlam Street, Seatoun  
Adelaide Road, Berhampore

## PORIRUA

Adventure Park  
Endeavour Park  
Elsdon Park  
Ngatitoa Domain  
Papakowhai School  
Postgate Park  
Plimmerton School  
Pukerua Bay School  
Discovery Drive, Whitby  
Albatross Close, Whitby  
Titahi Bay Road, Porirua  
Pascoe Avenue, Paremata  
Spey Place, Papakowhai  
Postgate Drive, Whitby  
School Road, Plimmerton  
Rawhiti Road, Pukerua Bay

## HUTT VALLEY

Bryan Heath Park  
Delaney Park  
HW Shortt Rec  
Fraser Park  
Harcourt Park  
Heretaunga Park  
Hutt Rec  
Naenae Park  
Petone Rec  
Richard Prouse Park  
Sladden Park  
Te Whiti Park  
Totara Park School  
Trafalgar Park  
Trentham Memorial Park  
Wellesley College  
Whakatiki Street Park  
Fitzherbert Road, Wainuiomata  
George Street, Stokes Valley  
Tuatore Street, Eastbourne  
Taita Drive, Taita  
Norbert Street, Upper Hutt  
Kiwi Street, Silverstream  
Myrtle Street, Lower Hutt  
Seddon Street, Naenae  
Udy Street, Petone  
Hine Road, Wainuiomata  
Bracken Street, Petone  
Whites Line East, Lower Hutt  
California Drive, Upper Hutt  
Trafalgar Street, Lower Hutt  
Barton Road, Heretaunga  
Main Road, Days Bay  
Whakatiki Street, Upper Hutt



## 5. HELMETS AND MOUTHGUARDS

The use of a helmet by batsmen in all hardball grades is mandatory. The use of a mouthguard or helmet or both by wicketkeepers in all hardball grades is mandatory.

## 6. CODE OF CONDUCT

The code of conduct procedure and code of conduct reporting form are available on the Cricket Wellington website or from your junior club convenor. Incident reports must be sent to Ian Smith at Cricket Wellington within 48 hours of the incident taking place.

## 7. TEAM NAMES

Sponsorship of teams is encouraged. However, ensure the team name, including the club name, is not longer than three words. Team names are to be a maximum of 24 characters, including spaces, club name and sponsors.

## 8. CONSIDERATION FOR SENIOR CRICKETERS

So that there are no disputes with senior club cricketers

- i. Junior matches on grounds which Pearce Cup and Hazlett Trophy are scheduled to commence at 11.00am have until 10.40am to complete their match.
- ii. Junior matches on grounds which Senior 2 and 3 are scheduled to commence at 12.00pm have until 11.40am to complete their match.

If it appears that a junior game is going to over-run it is advisable for the coaches to approach the senior captains to agree to an extension of time. If there is no agreement games will have to finish as in i. and ii. above.

Please note: It is the coach or managers responsibility to ensure all matches start on time. This may help avoid clashes with adult matches later in the morning. It is the coaches or managers responsibility to check if any senior matches will take place on their pitch after their game.

## 9. CRICKET BALL GUIDELINES

Premier grade: 142g Kookaburra Red King or Kookaburra Crown ball. **A new ball is to be used every game.** Teams failing to do so will see any points received from the match in question deducted regardless of the result and the opposition picking up maximum points.

Year 5 Hardball – Colts grade: 142g Kookaburra Crown, Cambridge or Regent ball

Kiwi – Year 5 Softball grade: Junior sized Kookaburra Supasoft ball, Incrediball or Gray Nicholls Wonderball.

## CLUB OFFICIALS

- The over-riding principle is that the game is for the children, NOT coaches or spectators.
- There should be NO streaming of club teams below Colts grade. Colts and Premier teams should be picked on ability. Every other team fielded by a club should contain players of mixed abilities. Better players should learn to assist and encourage players not as good, and players of lesser ability should note the performances and techniques of better players and learn from them.
- While it is important to try to win matches, the desire for a victory should never come before ensuring that all players are made to feel included in every game.
- Children should never be shouted at, abused or unduly pressured by coaches.
- Guidelines for grade year groupings are presented here. These are not to be abused. If a club feels a player is not ready for a certain grade, perhaps because he/she has not played cricket before, then that player can be entered in a team one year below the grade recommended. Older players are not to be played in teams under their year group simply as a means of strengthening a team.
- A coach's success should be measured by the involvement and enjoyment of the players, not the winning and losing of the game. A coach's aim should be for the players to want to play cricket next week and next season.
- Coaches are to ensure that their teams do not over appeal. Encourage appeals only from fielders in a position to judge accurately.
- Where there is a clash between a junior and an adult match, either because of the junior game running over time or a scheduling double up, the adult match takes priority. (refer to consideration for senior cricketers on page 8)
- Coaches must deal with bad behaviour and unsporting actions by children without delay. The matter should be discussed immediately with the offending child's parents.

### Player and Parent behaviour is governed by the Junior Code of Conduct

For more information on the Junior Code of Conduct please visit  
[www.cricketwellington.co.nz/content/clubs/handbooksforms/landing.aspx](http://www.cricketwellington.co.nz/content/clubs/handbooksforms/landing.aspx)

In a rare instance of a player or parent breaching the Code, Cricket Wellington reserves the right to call a Code of Conduct Hearing that may result in the following:

- A reprimand
- A fine not exceeding \$100
- A suspension from club and/or representative play

# JUNIOR CRICKET PLAYER & PARENT CHARTER

(Abbreviated from the Cricket Wellington Junior Code of Conduct)

**All players and parents are required to read this Charter**

## PLAYER

- Enjoy participating in junior cricket
- Be prepared properly for participation in junior cricket
- Participate at a level commensurate with their age, ability, maturity and interest
- Participate according to the rules, play hard but fairly and safely within the spirit of the game
- Enjoy the satisfaction of achievement, success and belonging
- Display sportsmanship and team work, tolerate differences, and acknowledge good performance, whether by team mates or opponents
- Experience skilled, qualified and sensitive leadership by coaches
- Cooperate and show respect for the coach, team mates, opponents, officials and parents
- Accept and abide by the decisions of officials without dissent. If necessary, let the captain or coach seek clarification
- Have opportunities to contribute to leadership and decision-making roles in the team and the competitions in which they participate
- Have access to and use suitable, good quality equipment and facilities

## PARENT

- Encourage their children if they are interested in participating in junior cricket, without forcing them to play
- Remember children are involved in junior cricket for their own enjoyment not for that of adults
- Encourage children to play hard but always play by the rules
- Focus on effort, skill development and performance rather than on the outcome
- Praise children for the good things they do rather than criticise them for making mistakes or losing
- Lead by example and display good sportsmanship for children to copy
- Acknowledge good performance by the players in both teams
- Be courteous in communication with players, coaches and administrators
- Respect officials decisions and teach children to do the same
- Recognise the value and importance of volunteer coaches and administrators and show appreciation and support for the time, effort and resources they put into junior cricket. Without them children could not participate.

# PREMIER GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 40 overs each side. Games should be completed by 1:40pm
3. A 142g Kookaburra Red King or Kookaburra Crown two-piece cricket ball is to be used. A new ball must be used in every Premier grade game.(refer to page 9)
4. A full-length (22 yards or 20.12m) pitch is to be used.
5. Teams can be 11 or 12 aside. Once a team has lost 10 wickets, it is considered dismissed. Therefore, for the 12th player to bat, one batter must have retired. Substitute fielders to be rotated with only 11 players on the field at a given time.
6. First innings ends at 11.00 am at the latest. If less than 40 overs have been bowled by then, the number of completed overs will be the length of the second innings.
7. There is a 10-minute break between innings.
8. The coaches of both teams must agree to continue playing after the game has been won/lost for the game to continue.
9. Players must retire at the end of the over in which they reach 50. The coach has the option of retiring players after they have batted at least 20 overs. Retired batters can resume their innings, in the order they retired, after all other batters are dismissed or retired.
10. Bowlers are permitted a maximum of 8 overs each. No medium pace bowler can bowl more than 5 overs in any one spell.
11. Overs to be a maximum of eight balls, no matter how many wides and/or no balls they include.
12. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (e.g. byes) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
13. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batsman hits the ball it is not a wide.
14. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
15. A no ball shall be called by the square leg umpire if, after the ball is bowled, it bounces at least twice before reaching the popping crease. (The popping crease is the line 1.22m in front of the stumps). If the delivery does not reach the batter, he/she is allowed to have one free hit at the ball.
16. A no ball shall be called, as per the rules of cricket, if the bowler infringes the front or back foot rules when delivering the ball.
17. There are LBW's (refer to page 35 for ruling clarification).
18. No fielders except the wicketkeeper and the off side slips are permitted within 10 metres of the facing batter.
19. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 45-50 metres.
20. Batters and wicketkeepers must wear two pads, protectors and gloves. Batters must wear a helmet. Wicketkeepers must wear either a helmet and/or a mouthguard.
21. There are stumpings in this grade.

## COLTS GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 35 overs each side. Games should be completed by 12:50pm
3. A 142g two-piece cricket ball is to be used.
4. A full length (22 yards or 20.12m) pitch is to be used.
5. Teams can be 11 or 12 aside. Once a team has lost 10 wickets, it is considered dismissed. Therefore, for the 12th player to bat, one batter must have retired. Substitute fielders to be rotated with only 11 players on the field at a given time.
6. There is a 10-minute break between innings.
7. The coaches of both teams must agree to continue playing after the game has been won/lost for the game to continue.
8. Players must retire at the end of the over in which they reach 30. The coach has the option of retiring players after they have batted at least six overs. Retired batters can resume their innings, in the order they retired, after all other batters are dismissed or retired.
9. Bowlers are permitted a maximum of seven overs each. No medium pace bowler can bowl more than 5 overs in any one spell.
10. Overs to be a maximum of eight balls, no matter how many wides and/or no balls they include.
11. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (e.g. byes) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
12. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batsman hits the ball it is not a wide.
13. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
14. A no ball shall be called by the square leg umpire if, after the ball is bowled, it bounces at least twice before reaching the popping crease. (The popping crease is the line 1.22m in front of the stumps). If the delivery does not reach the batter, he/she is allowed to have one free hit at the ball.
15. A no ball shall be called, as per the rules of cricket, if the bowler infringes the front or back foot rules when delivering the ball but only after the bowler has received a warning.
16. There are LBW's (refer to page 35 for ruling clarification). Batters get one warning before being given out LBW. Coaches should discuss before the game.
17. No fielders except the wicketkeeper and the off side slips are permitted within 10 metres of the facing batter.
18. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 40-45 metres.
19. Batters and wicketkeepers must wear two pads, protectors and gloves. Batters must wear a helmet. Wicketkeepers must wear either a helmet and/or a mouthguard.
20. There are stumpings in this grade.

## YEAR 8 GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 30 overs each side.
3. A 142g two-piece cricket ball is to be used.
4. A full length (22 yards or 20.12m) pitch is to be used.
5. Teams can be 11 or 12 aside. Once a team has lost 10 wickets, it is considered dismissed. Therefore, for the 12th player to bat, one batter must have retired. Substitute fielders to be rotated with only 11 players on the field at a given time.
6. There is a 10-minute break between innings.
7. The team batting last is to continue batting until its 30 overs are completed or until it has been dismissed. Passing of the opposition's total does not signal the end of the game.
8. Players must retire at the end of the over in which they reach 30. The coach has the option of retiring players after they have batted at least six overs. Retired batters can resume their innings, in the order they retired, after all other batters are dismissed or retired.
9. Bowlers are permitted a maximum of five overs each.
10. Overs to be a maximum of seven balls, no matter how many wides and/or no balls they include.
11. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (e.g. byes) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
12. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batsman hits the ball it is not a wide.
13. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
14. A no ball shall be called by the square leg umpire if, after the ball is bowled, it bounces at least twice before reaching the popping crease. (The popping crease is the line 1.22m in front of the stumps). If the delivery does not reach the batter, he/she is allowed to have one free hit at the ball.
15. A no ball shall be called, as per the rules of cricket, if the bowler infringes the front or back foot rules when delivering the ball but only after the bowler has received a warning.
16. There are LBW's (refer to page 35 for ruling clarification). Batters get one warning before being given out LBW. Coaches should discuss before the game.
17. No fielders except the wicketkeeper and the off side slips are permitted within 10 metres of the facing batter.
18. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 40-45 metres.
19. Batters and wicketkeepers must wear two pads, protectors and gloves. Batters must wear a helmet. Wicketkeepers must wear either a helmet and/or a mouthguard.
20. There are stumpings in this grade.

## YEAR 7 GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 30 overs each side.
3. A 142g two-piece cricket ball is to be used.
4. A full-length (22 yards or 20.12m) pitch is to be used.
5. Teams can be 11 or 12 aside. Once a team has lost 10 wickets, it is considered dismissed. Therefore, for the 12th player to bat, one batter must have retired. Substitute fielders to be rotated with only 11 players on the field at a given time.
6. There is a 10-minute break between innings.
7. The team batting last is to continue batting until its 30 overs are completed or until it has been dismissed. Passing of the opposition's total does not signal the end of the game.
8. Players must retire at the end of the over in which they reach 30. The coach has the option of retiring players after they have batted at least six overs. Retired batters can resume their innings, in the order they retired, after all other batters are dismissed or retired.
9. Bowlers are permitted a maximum of five overs each.
10. Overs to be a maximum of seven balls, no matter how many wides and/or no balls they include.
11. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (e.g. byes) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
12. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batsman hits the ball it is not a wide.
13. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
14. A no ball shall be called by the square leg umpire if, after the ball is bowled, it bounces at least twice before reaching the popping crease. (The popping crease is the line 1.22m in front of the stumps). If the delivery does not reach the batter, he/she is allowed to have one free hit at the ball.
15. A no ball shall be called, as per the rules of cricket, if the bowler infringes the front or back foot rules when delivering the ball but only after the bowler has received a warning.
16. There are LBW's (refer to page 35 for ruling clarification). Batters get one warning before being given out LBW. Coaches should discuss before the game.
17. No fielders except the wicketkeeper and the off side slips are permitted within 10 metres of the facing batter.
18. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 40-45 metres.
19. Batters and wicketkeepers must wear two pads, protectors and gloves. Batters must wear a helmet. Wicketkeepers must wear either a helmet and/or a mouthguard.
20. There are stumpings in this grade.

## YEAR 6 GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 30 overs each side.
3. A 142g two-piece cricket ball is to be used.
4. A full length (22 yards or 20.12m) pitch is to be used.
5. Teams can be 11 or 12 aside. Once a team has lost 10 wickets, it is considered dismissed. Therefore, for the 12th player to bat, one batter must have retired. Substitute fielders to be rotated with only 11 players on the field at a given time unless both coaches agree that both teams will field 12 players.
6. There is a 10-minute break between innings.
7. The team batting last is to continue batting until its 30 overs are completed or until it has been dismissed. Passing of the opposition's total does not signal the end of the game.
8. Players must retire at the end of the over in which they reach 30. The coach has the option of retiring players after they have batted at least six overs. Retired batters can resume their innings, in the order they retired, after all other batters are dismissed or retired.
9. Bowlers are permitted a maximum of four overs each. All players must bowl at least two overs each.
10. Overs to be a maximum of six balls, no matter how many wides and/or no balls they include.
11. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (e.g. byes) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
12. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batsman hits the ball it is not a wide.
13. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
14. A no ball shall be called by the square leg umpire if, after the ball is bowled, it bounces at least twice before reaching the popping crease. (The popping crease is the line 1.22m in front of the stumps). If the delivery does not reach the batter, he/she is allowed to have one free hit at the ball.
15. Front foot no balls for competent bowlers only but only after the bowler has received a warning. However, a batsman cannot be dismissed off a no ball, other than run out, even if the bowler has not previously been warned. If bowlers are clearly having trouble reaching the other end of the pitch on the first bounce, the umpire at the bowler's end should assist by making a mark closer to the batter and advising the bowler to deliver the ball from there. This rule is NOT to be used to enable good bowlers to gain an advantage by delivering the ball from closer to the batter. Coaches should discuss before the game.
16. There are LBW's (refer to page 35 for ruling clarification). Batters get one warning before being given out LBW. Coaches should discuss before the game.
17. No fielders except the wicketkeeper and the off side slips are permitted within 10 meters of the facing batter.
18. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 35-40 metres.
19. Batters and wicketkeepers must wear two pads, protectors and gloves. Batters must wear a helmet. Wicketkeepers must wear either a helmet and/or a mouthguard.
20. There are stumpings in this grade.

## YEAR 5 HARDBALL GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 24 overs each side.
3. A 142g two-piece cricket ball is to be used.
4. An 18 metre pitch is to be used.
5. Teams can be 8 or 9 aside. Once a team has lost 7 wickets, it is considered dismissed. Therefore, for the 9th player to bat, one batter must have retired. Substitute fielders to be rotated with only 8 players on the field at a given time.
6. There is a 10-minute break between innings.
7. The team batting last is to continue batting until its 24 overs are completed or until it has been dismissed. Passing of the opposition's total does not signal the end of the game.
8. Players must retire at the end of the over in which they reach 25. The coach has the option of retiring players after they have batted at least four overs. Retired batters can resume their innings, in the order they retired, after all other batters are dismissed or retired.
9. Bowlers are permitted a maximum of four overs each. All players must bowl at least two overs each. Bowling takes place from both ends
10. Overs to be a maximum of six balls, no matter how many wides and/or no balls they include.
11. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (e.g. byes) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
12. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batsman hits the ball it is not a wide.
13. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
14. A no ball shall be called by the square leg umpire if, after the ball is bowled, it bounces at least twice before reaching the popping crease. (The popping crease is the line 1.22m in front of the stumps). If the delivery does not reach the batter, he/she is allowed to have one free hit at the ball.
15. Front foot no balls for competent bowlers only but only after the bowler has received a warning. However, a batsman cannot be dismissed off a no ball, other than run out, even if the bowler has not previously been warned. If bowlers are clearly having trouble reaching the other end of the pitch on the first bounce, the umpire at the bowler's end should assist by making a mark closer to the batter and advising the bowler to deliver the ball from there. This rule is NOT to be used to enable good bowlers to gain an advantage by delivering the ball from closer to the batter. Coaches should discuss before the game.
16. No fielders except the wicketkeeper and the off side slips are permitted within 10 metres of the facing batter. Slips must field an appropriate distance from the bat, as deemed safe by the umpire.
17. There are no LBW's.
18. Batsmen cannot be dismissed on their first ball for the whole season.
19. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 35-40 metres.
20. Batters and wicketkeepers must wear two pads, protectors and gloves. Batters must wear a helmet. Wicketkeepers must wear either a helmet and/or a mouthguard.
21. There are stumpings in this grade.

## YEAR 4 GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 20 overs each side.
3. A soft ball such as an Incrediball, Gray Nicholls Wonderball or Kookaburra Supersoft Ball must be used. The ball must be junior size.
4. An 18 metre pitch is to be used.
5. Each team is to consist of 8 players. More than 8 players can only be fielded with permission from the opposing coach.
6. There is a 10-minute break between innings.
7. The team batting last is to continue batting until its 20 overs are completed or until it has been dismissed. Passing of the opposition's total does not signal the end of the game.
8. Players must retire at the end of the over in which they reach 20. The coach has the option of retiring players after they have batted at least four overs. Retired batters can resume their innings, in the order they retired, after all other batters are dismissed or retired.
9. Bowlers are permitted a maximum of three overs each. All players must bowl at least two overs each. Bowling takes place from both ends
10. Overs to be a maximum of six balls, no matter how many wides and/or no balls they include.
11. Wides and no balls count as an extra two runs to the batting side. If the batting team scores off wides (e.g. byes) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
12. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batsman hits the ball it is not a wide.
13. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
14. The two bounce no ball rule does not apply, and in this instance the batsman cannot be given out bowled.
15. There are no front foot or back foot no balls. If bowlers are clearly having trouble reaching the other end of the pitch on the first bounce, the umpire at the bowler's end should assist by making a mark closer to the batter and advising the bowler to deliver the ball from there. This rule is NOT to be used to enable good bowlers to gain an advantage by delivering the ball from closer to the batter.
16. No fielders except the wicketkeeper and the off side slips are permitted within 10 metres of the facing batter. Slips must field an appropriate distance from the bat, as deemed safe by the umpire.
17. There are no LBW's.
18. There are no stumpings.
19. Batsmen cannot be dismissed first ball throughout the entire season.
20. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 35-40 metres.

## KIWI CRICKET YEAR 3 GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 16 overs each side.
3. Equipment comprises stumps (wooden or plastic), bats (wooden or plastic) and a soft ball such as an Incrediball, Gray Nicholls Wonderball or Kookaburra Supersoft Ball. The ball must be junior size.
4. A 16 metre pitch is to be used. If the pitch that has been drawn to be played on is too long, adjust its length.
5. Each team is to consist of 8 players. More than 8 players can only be fielded with permission from the opposing coach.
6. There is only a very short (about two minutes) break between innings.
7. Batters bat in pairs. Each pair receives four overs, no matter how many times they are out. Coaches/umpires should ensure that each batter in a partnership receives about the same number of deliveries, even to the extent of swapping over the batters during an over so this happens.
8. Bowlers bowl two overs each. Bowlers are to bowl from one end only.
9. Overs to be a maximum of six balls, no matter how many wides and/or no balls they include.
10. Wides and no balls count as an extra two runs to the batting side. If the batting team scores off wides (e.g. byes) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
11. A wide shall be called if the ball passes the facing batter off the pitch on either the off or on sides. If the batsman hits the ball it is not a wide.
12. A no ball is called if the ball passes over, or would have passed over, the waist of the batter on the full when the batter is in his/her normal stance.
13. The two bounce no ball rule does not apply, and in this instance the batsman cannot be given out bowled. If the ball does not reach the batter, he/she is allowed one free hit at the ball.
14. There are no front foot or back foot no balls. If bowlers are clearly having trouble reaching the other end of the pitch on the first bounce, the umpire at the bowler's end should assist by making a mark closer to the batter and advising the bowler to deliver the ball from there. This rule is NOT to be used to enable good bowlers to gain an advantage by delivering the ball from closer to the batter.
15. No fielders except the wicketkeeper and the off side slips are permitted within 10 metres of the facing batter. Slips must field an appropriate distance from the bat, as deemed safe by the umpire.
16. There are no LBW's.
17. There are no stumpings.
18. Hit wicket does not apply.
19. Fielders, including the temporary wicketkeeper, rotate clockwise after each over.
20. The batting team loses two runs for each dismissal.
21. There are no boundaries other than fences and neighbouring pitches etc, as one of the objects of Kiwi Cricket is to encourage children to do as much running between the wickets as possible.
22. The winning team is that which has the highest total of runs, after deductions for dismissals have been taken into account.
23. Although children of this age may warrant extra attention or assistance, for the game's sake, the number of adults on the field should be kept to a minimum.

## KIWI CRICKET YEAR 2 GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am
2. Games are 16 overs each side.
3. Equipment comprises stumps (wooden or plastic), bats (wooden or plastic) and a soft ball such as an Incrediball, Gray Nicholls Wonderball or Kookaburra Supersoft Ball. The ball must be junior size.
4. A 16 metre pitch is to be used. If the pitch that has been drawn to be played on is too long, adjust its length.
5. Each team is to consist of 8 players. More than 8 players can only be fielded with permission from the opposing coach.
6. There is only a very short (about two minutes) break between innings.
7. Batters bat in pairs. Each pair receives four overs, no matter how many times they are out. Coaches/umpires should ensure that each batter in a partnership receives about the same number of deliveries, even to the extent of swapping over the batters during an over so this happens.
8. Bowlers bowl two overs each. Bowlers are to bowl from one end only.
9. Overs to be a maximum of six balls, no matter how many wides and/or no balls they include.
10. Wides and no balls count as an extra two runs to the batting side. If the batting team scores off wides (when the wicketkeeper misses the ball) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
11. A wide shall be called if the ball passes the facing batter off the pitch on either the off or on sides. If the batsman hits the ball it is not a wide.
12. A no ball is called if the ball passes over, or would have passed over, the waist of the batter on the full when the batter is in his/her normal stance.
13. The two bounce no ball rule does not apply, and in this instance the batsman cannot be given out bowled. If the ball does not reach the batter, he/she is allowed one free hit at the ball.
14. There are no front foot or back foot no balls. If bowlers are clearly having trouble reaching the other end of the pitch on the first bounce, the umpire at the bowler's end should assist by making a mark closer to the batter and advising the bowler to deliver the ball from there. This rule is NOT to be used to enable good bowlers to gain an advantage by delivering the ball from closer to the batter.
15. No fielder except the wicketkeeper is permitted within 10 metres of the facing batter.
16. There are no LBW's.
17. There are no stumpings.
18. Hit wicket does not apply.
19. Fielders, including the temporary wicketkeeper, rotate clockwise after each over.
20. The batting team loses two runs for each dismissal.
21. There are no boundaries other than fences and neighbouring pitches etc, as one of the objects of Kiwi Cricket is to encourage children to do as much running between the wickets as possible.
22. The winning team is that which has the most total runs, after deductions for dismissals have been taken into account.
23. Although children of this age may warrant extra attention or assistance, for the game's sake, the number of adults on the field should be kept to a minimum.

## HAVE A GO CRICKET- YEAR 1

This is an introductory programme for New Entrance and Year 1 boys and girls, and is designed for beginners, incorporating high participation with skill development. It provides an opportunity to have fun, to learn the fundamental batting, bowling and fielding skills of the game, and to experience and enjoy New Zealand's most popular summer sport. It does this through a series of planned sessions in which the children participate in a variety of activities and modified games.

The main objectives of the Have A Go cricket programme are:

1. To create an interest in the game of cricket
2. To teach children the basic skills of cricket through a planned progression of sessions so they can compete and enjoy the game
3. To encourage parents to get actively involved in the game as coaches
4. To provide the positive first step in a child's (and his/her parents) long participation and involvement in cricket

It is the responsibility of each club to run the Have A Go programme at their club. Cricket Wellington Development staff are available to help parents of children in this programme organise and administer the set up of the programme.



## JUNIOR BLAZE HARDBALL GRADE PLAYING CONDITIONS (FORMERLY GIRLS HARDBALL GRADE)

1. Games begin at 8.30 am.
2. Games are 24 overs each side.
3. A 142g two-piece cricket ball is to be used.
4. A full length (22 yards or 20.12m) pitch is to be used.
5. Teams can be 8 or 9 aside. Once a team has lost 7 wickets, it is considered dismissed. Therefore, for the 9th player to bat, one batter must have retired. Substitute fielders to be rotated with only 8 players on the field at any given time.
6. There is a 10 minute break between innings.
7. The team batting last is to continue batting until its 24 overs are completed or until it has been dismissed. Passing of the opposition's total does not signal the end of the game.
8. Players must retire at the end of the over in which they reach 30. The coach has the option of retiring players after they have batted at least six overs. Retired batters can resume their innings, in the order they retired, after all other batters are dismissed or retired.
9. Bowlers are permitted a maximum of four overs each. Bowling takes place from both ends
10. Overs to be a maximum of six balls, no matter how many wides and/or no balls they include.
11. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (when the wicketkeeper misses the ball) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
12. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batsman hits the ball it is not a wide.
13. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
14. A no ball shall be called by the square leg umpire if, after the ball is bowled, it bounces at least twice before reaching the popping crease. (The popping crease is the line 1.22m in front of the stumps). If the delivery does not reach the batter, she is allowed to have one free hit at the ball.
15. There are no front foot or back foot no balls. If bowlers are clearly having trouble reaching the other end of the pitch on the first bounce, the umpire at the bowler's end should assist by making a mark closer to the batter and advising the bowler to deliver the ball from there. This rule is NOT to be used to enable good bowlers to gain an advantage by delivering the ball from closer to the batter.
16. No fielders except the wicketkeeper and the off side slips are permitted within 10 metres of the facing batter.
17. There are no LBW's.
18. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 35-40 metres.
19. Batters and wicketkeepers must wear two pads, protectors and gloves. Batters must wear a helmet. Wicketkeepers must wear either a helmet and/or a mouthguard.
20. Year 9 girls can play in the Junior Blaze grade in Term 1.
21. There are stumpings in this grade.

## GIRLS YEAR 8 AND UNDER QUIKHIT GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 20 overs each side.
3. A soft ball such as an Incrediball, Gray Nicholls Wonderball or Kookaburra Supersoft Ball must be used. The ball must be junior size.
4. An 18 metre pitch is to be used.
5. Each team will consist of eight players. More than eight players can be fielded only with permission from the opposing coach.
6. There is only a very short (about 2 minutes) break between innings.
7. Players must retire at the end of the over in which they reach 20 or at the end of four overs at the crease if they haven't reached 20. Retired batters can resume their innings, in the order they retired, after all other batters have been dismissed or have retired.
8. Bowlers are permitted a maximum of three overs each. All players bowl at least one over. Bowling takes place from both ends
9. Overs to be a maximum of six balls, no matter how many wides and/or no balls they include.
10. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (e.g. byes) or no balls (either from hits off the bat, or byes/leg byes), those runs are too be added to the score as well. So, a no ball from which a batter hits a boundary would result in five runs to the batting team, four to the batter and one to extras
11. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batter hits the ball it is not a wide.
12. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
13. The two bounce no ball rule does not apply, and in this instance the batsman cannot be given out bowled. If a delivery does not reach the batter, she is permitted to have one free hit at the ball
14. There are no front foot or back foot no balls. If the bowlers are clearly having trouble reaching the other end of the pitch on the first bounce, the umpire at the bowlers end should assist by making a mark closer to the batter and advising the bowler to deliver the ball from there. This rule is NOT to be used to enable good bowlers to gain an advantage by delivering the ball from closer to the batter.
15. No fielders except for the wicket keeper and off side slips are permitted within 10 metres of the facing batter. Slips are to field a safe distance from the bat, as determined by the umpire.
16. There are no LBW'S.
17. There are no stumpings.
18. Batsmen cannot be given out first ball, but can be given out second ball even if the first ball faced was a wide, no ball or otherwise missed the bat.
19. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 35-40 metres.
20. Year 9 girls can play in the Under 14 Quikhit grade in Term 1.

## GIRLS YEAR 5 AND UNDER QUIKHIT GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 16 overs each side.
3. A soft ball such as an Incrediball, Gray Nicholls Wonderball or Kookaburra Supersoft Ball must be used. The ball must be junior size.
4. A 16-18 metre pitch is to be used.
5. Each team will consist of eight players. More than eight players can be fielded only with permission from the opposing coach.
6. There is only a very short (about 5 minutes) break between innings.
7. Players must retire at the end of the over in which they reach 20 or at the end of four overs at the crease if they haven't reached 20. Retired batters can resume their innings, in the order they retired, after all other batters have been dismissed or have retired.
8. All players bowl two over's. Bowlers are to bowl from one end only
9. Overs to be a maximum of six balls, no matter how many wides and/or no balls they include.
10. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (e.g. byes) or no balls (either from hits off the bat, or byes/leg byes), those runs are too be added to the score as well. So, a no ball from which a batter hits a boundary would result in five runs to the batting team, four to the batter and one to extras
11. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batter hits the ball it is not a wide.
12. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
13. The two bounce no ball rule does not apply, and in this instance the batsman cannot be given out bowled. If a delivery does not reach the batter, she is permitted to have one free hit at the ball
14. There are no front foot or back foot no balls. If the bowlers are clearly having trouble reaching the other end of the pitch on the first bounce, the umpire at the bowlers end should assist by making a mark closer to the batter and advising the bowler to deliver the ball from there. This rule is NOT to be used to enable good bowlers to gain an advantage by delivering the ball from closer to the batter.
15. No fielders except for the wicket keeper and off side slips are permitted within 10 metres of the facing batter. Slips are to field a safe distance from the bat, as determined by the umpire.
16. There are no LBW'S.
17. There are no stumpings.
18. Batsmen cannot be given out first ball, but can be given out second ball even if the first ball faced was a wide, no ball or otherwise missed the bat.
19. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 30 metres.

## YEAR 6 T20 GRADE PLAYING CONDITIONS

1. Games are played on Sundays, beginning at 3.00pm.
2. Games are 20 overs.
3. A 142g two-piece cricket ball is to be used.
4. A full length (22 yards or 20.12m) pitch is to be used.
5. Teams can be 8 or 9 aside. Once a team has lost 7 wickets, it is considered dismissed. Only 8 players are allowed to bat. Substitute fielders to be rotated with only 8 players on the field at a given time.
6. There is a 10 minute break between innings.
7. The coaches of both teams must agree to continue playing after the game has been won/lost for the game to continue.
8. Players must retire at the end of the over in which they reach 30. The coach has the option of retiring players after they have batted at least five overs. Retired batters can resume their innings, in the order they retired, after all other batters are dismissed or retired.
9. Bowlers are permitted to bowl a maximum of four overs each.
10. Overs to be a maximum of six balls, no matter how many wides and/or no balls they include, except for the 20th over. The amount of deliveries in the 20th over is not limited.
11. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (e.g. byes) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
12. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batsman hits the ball it is not a wide.
13. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
14. A no ball shall be called by the square leg umpire if, after the ball is bowled, it bounces at least twice before reaching the popping crease. (The popping crease is the line 1.22m in front of the stumps). If the delivery does not reach the batter, he/she is allowed to have one free hit at the ball.
15. Front foot no balls for competent bowlers only but only after a warning has been given. If bowlers are clearly having trouble reaching the other end of the pitch on the first bounce, the umpire at the bowler's end should assist by making a mark closer to the batter and advising the bowler to deliver the ball from there. This rule is NOT to be used to enable good bowlers to gain an advantage by delivering the ball from closer to the batter. Coaches should discuss before the game.
16. There are LBW's (refer to page 37 for ruling clarification). Batters get one warning before being given out LBW. Coaches should discuss this before the game.
17. There are stumpings in this grade.
18. No fielders except the wicketkeeper and the off side slips are permitted within 10 metres of the facing batter.
19. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 35-40 metres.
20. Batters and wicketkeepers must wear two pads, protectors and gloves. Batters must wear a helmet. Wicketkeepers must wear either a helmet and/or a mouthguard.

## YEAR 7/8 T20 GRADE PLAYING CONDITIONS

1. Games are played on Sundays, beginning at 3.00pm.
2. Games are 20 overs.
3. A 142g two-piece cricket ball is to be used.
4. A full length (22 yards or 20.12m) pitch is to be used.
5. Teams can be 8 or 9 aside. Once a team has lost 7 wickets, it is considered dismissed. Only 8 players are allowed to bat. Substitute fielders to be rotated with only 8 players on the field at a given time.
6. There is a 10 minute break between innings.
7. The coaches of both teams must agree to continue playing after the game has been won/lost for the game to continue.
8. Players must retire at the end of the over in which they reach 30. The coach has the option of retiring players after they have batted at least five overs. Retired batters can resume their innings, in the order they retired, after all other batters are dismissed or retired.
9. Bowlers are permitted to bowl a maximum of four overs each.
10. Overs to be a maximum of eight balls, no matter how many wides and/or no balls they include, except for the 20th over. The amount of deliveries in the 20th over is not limited.
11. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (e.g. byes) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
12. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batsman hits the ball it is not a wide.
13. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
14. A no ball shall be called by the square leg umpire if, after the ball is bowled, it bounces at least twice before reaching the popping crease. (The popping crease is the line 1.22m in front of the stumps). If the delivery does not reach the batter, he/she is allowed to have one free hit at the ball.
15. A no ball shall be called if the bowler infringes the front or back foot rules, as per the rules of cricket, when delivering the ball but only after they have received a warning.
16. There are LBW's (refer to page 37 for ruling clarification). Batters get one warning before being given out LBW. Coaches should discuss this before the game.
17. There are stumpings in this grade.
18. No fielders except the wicketkeeper and the off side slips are permitted within 10 metres of the facing batter.
19. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 40-45 metres.
20. Batters and wicketkeepers must wear two pads, protectors and gloves. Batters must wear a helmet. Wicketkeepers must wear either a helmet and/or a mouthguard.

## JUNIOR GRADES & RULES SUMMARY 2011/12 SEASON

	Year 2	Year 3	Year 4	Year 5	Year 6	Year 6 T20 (Sundays)	Year 7
<b>General</b>							
Overs	16	16	20	24	30	20	30
Ball	Junior; Incrediball, Gray Nicholls Wonderball, Kookaburra Supersoft	Junior; Incrediball, Gray Nicholls Wonderball, Kookaburra Supersoft	Junior; Incrediball, Gray Nicholls Wonderball, Kookaburra Supersoft	142gm	142gm	142gm	142gm
Pitch length	16m	16m	18m	18m	20.12m	20.12m	20.12m
Team size	8	8	8	8	11	8	11
Innings break	2 minutes	2 minutes	10 minutes	10 minutes	10 minutes	10 minutes	10 minutes
Boundary size	N/A	N/A	35-40m	35-40m	35-40m	34-40m	40-45m
<b>Batting</b>							
How long	4 overs/pair	4 overs/pair	Not out first ball	Not out first ball	Out when out	Out when out	Out when out
Retiring score	-	-	20	25	30	30	30
LBWs	No	No	No	No	Yes	Yes	Yes
<b>Bowling</b>							
Max overs per bowler	2	2	3	4	4	4	5
Max balls per over	6	6	6	6	6	6 - Except last over	7
Wides/No Balls value	2 runs	2 runs	2 runs	1 run	1 run	1 run	1 run
Front foot/Back foot no balls	No	No	No	Yes	Yes	Yes	Yes
Max overs per spell	1	1	3*	4**	4***	3	5
Two bounce no ball rule	No	No	No	Yes	Yes	Yes	Yes
<b>Fielding</b>							
Distance from bat	10m	10m	10m	10m	10m	10m	10m
Stumpings	No	No	No	Yes	Yes	Yes	Yes

\* All players must bowl at least two overs each in the 20 overs  
 \*\* All players must bowl at least two overs each in the 24 overs

## JUNIOR GRADES & RULES SUMMARY 2011/12 SEASON

Year 7/8 T20 (Sundays)	Year 8	Colts	Premier	Year 5 Quikhit (Girls)	Year 8 Quikhit (Girls)	Junior Blaze (Girls)
20	30	35	40	16	20	24
142gm	142gm	142gm	142gm Kookaburra Red King or Crown	Junior; Incrediball, Gray Nicholls Wonderball, Kookaburra Supersoft	Junior; Incrediball, Gray Nicholls Wonderball, Kookaburra Supersoft	142gm
20.12m	20.12m	20.12m	20.12m	16-18m	18m	20.12m
8	11	11	11	8	8	8
10 minutes	10 minutes	10 minutes	10 minutes	5 minutes	2 minutes	10 minutes
40-45m	40-45m	40-45m	45-50m	30m	35-40m	35-40
Out when out	Out when out	Out when out	Out when out	Out when out	Out when out	Out when out
40	30	30	50	20 or 4 overs	20 or 4 overs	30
Yes	Yes	Yes	Yes	No	No	No
4	5	7	8	2	3	4
8 -Except last over	7	8	8	6	6	6
1run	1 run	1 run	1 run	1 run	1 run	1 run
Yes	Yes	Yes	Yes	No	No	No
3	5	5 for pace bowlers	5 for pace bowlers	2*	3****	4
Yes	Yes	Yes	Yes	No	No	Yes
10m	10m	10m	10m	-	-	10m
Yes	Yes	Yes	Yes	No	No	Yes

\*\*\* All players must bowl at least two overs each in the 30 overs  
 \*\*\*\* All players must bowl at least one over each in the 20 overs

# CODE OF BEHAVIOUR

## UMPIRES CODE OF BEHAVIOUR

All umpires should:

- Promote participation and enjoyment in junior cricket. Remember, junior cricketers play cricket for pleasure and winning is only part of the fun.
- Provide equal encouragement to all boys and girls who are participating.
- Acknowledge good performance by the players in both teams.
- The ability to make unbiased decisions irrespective of who the players or the teams are.
- Be consistent, objective and courteous when making decisions
- Be a good sport – actions speak louder than words
- Emphasise the spirit of the game rather than the errors
- Condemn unsporting behaviour and promote respect for all participants
- Remember, you set an example. Your behaviour and comments should be positive and supportive
- Place the safety and welfare of participants above all else
- Give all people a 'fair go' regardless of their gender, ability, cultural background or religion

## Tips for new umpires

### Safety first

Umpires are required by the club to help ensure the safety of players. This means enforcing the 10m rule around the batter. Batters in hardball games must wear helmets, pads, gloves and a box for boys. Wicket-keepers must wear mouth-guards or helmets and boxes. Players who are hurt and cannot carry on should be rested or retired "Hurt".

### Umpires are often coaches too

Umpires at junior games should give a helping hand to a batter or bowler who is struggling. However this should not slow the game and should be consistent with the age and skill level of the players. Players at more senior levels (Premier, Colts and Year 8) should not be coached on the field. Umpires who are coaches may help the captain set a field but once again this should not slow the game down.

### Agree the rules first!

Umpires must discuss and agree the rules before the game. This is especially true for LBWs, the use of warnings, uneven team numbers, number of dismissals, etc.

### Be consistent

Umpires must strive to be as consistent and impartial as possible. The calling of Wides and No-balls is sometimes contentious if one umpire is more forgiving than the other. The risk of this happening is reduced by discussion between umpires before the game using scenarios to achieve clarity and consensus.

### Be clear and demonstrative

When calling and signalling, be clear and demonstrative. Wait for the scorer's acknowledgement before stopping your signal. Many inexperienced umpires do not call "No-ball", "Wide", "Short run" and "Dead ball".

### At the start

Determine the action of the bowler e.g. "Right arm over" and inform the batter. If a bowler changes his approach e.g. goes around rather than over the wicket he must inform you first so you can inform the batter. If he fails to do this, call and signal "No ball".

Give the opening batter his guard e.g. "Centre" and inform the batter of the bowler's action. At the start of the innings check that the batter, bowler and scorers are ready and call clearly "Play". At any interval e.g. drinks, retain the ball in your pocket and after drinks make sure you resume at the correct end.

### Count the balls in the over, the number of overs and number of dismissals

Most games will play 6 ball overs with a maximum of 8 balls. If more than 2 No-balls or Wides are bowled continue to call and signal them but count them as normal balls in the over.

### At the fall of a wicket

Also tell the new batter the number of balls left in the over.

### Who does what?

The umpire at square-leg is mainly responsible for calling and signaling No-balls based on height and double bounce. They will also judge run-outs at their end and stumpings. The square-leg umpire may help-out with other decisions e.g. caught behind decisions (i.e. "Did the ball carry?"). The bowler's end umpire judges foot-fault No-balls, LBW and will judge run-outs at their end (move quickly to a side-on position that will not impede the throw-in). The bowler's end umpire will make most other decisions.

### A Wide and a No-ball is bowled

A No-ball will always precede a Wide by definition; hence the scorer will only score a No-ball. You cannot have both.

### Judging a boundary

Most junior games will not have a constant marked boundary and will use flags, cones or markers. Ask the fielder to signal when the ball has crossed the boundary or wait and ask them when they return.

### Dead ball (Law 23)

The ball is dead when:

- It finally settles in the hands of the keeper or bowler
- A boundary is scored
- A player is dismissed
- The umpire calls "over" or "time"
- The ball is lost
- It becomes trapped in the batter's (or umpires) clothing or gear, or a fielder's helmet
- The fielding side and both batters have ceased to regard the ball as 'in play'

Umpires shall signal "Dead Ball" when:

- The ball has become dead for one of the reasons above
- The umpire leaves his normal position, a player is badly hurt or unfair play occurs
- One or both bails fall before the bowler has delivered the ball
- The striker is not ready to play the ball and subsequently makes no effort to play it
- The striker is distracted by noise and steps back from the wickets
- The bowler drops the ball or does not let it go while attempting to bowl.

Umpires will call "Dead Ball" when it is necessary to inform the fielding side.

### Leg-byes (Law 26)

For a leg-bye to be given the batter must attempt a shot or try to avoid being hit. If they do neither then wait until the batters complete one run, call dead ball and send the striker back.

### Runners and Retired batters (Law 2)

A player cannot commence a game if already injured. If they need a runner the runner must have the same attire as the batter. Any player who has retired must wait until all other batters have been dismissed or retired before returning to the crease. Players must return to the crease in order of when they retired.

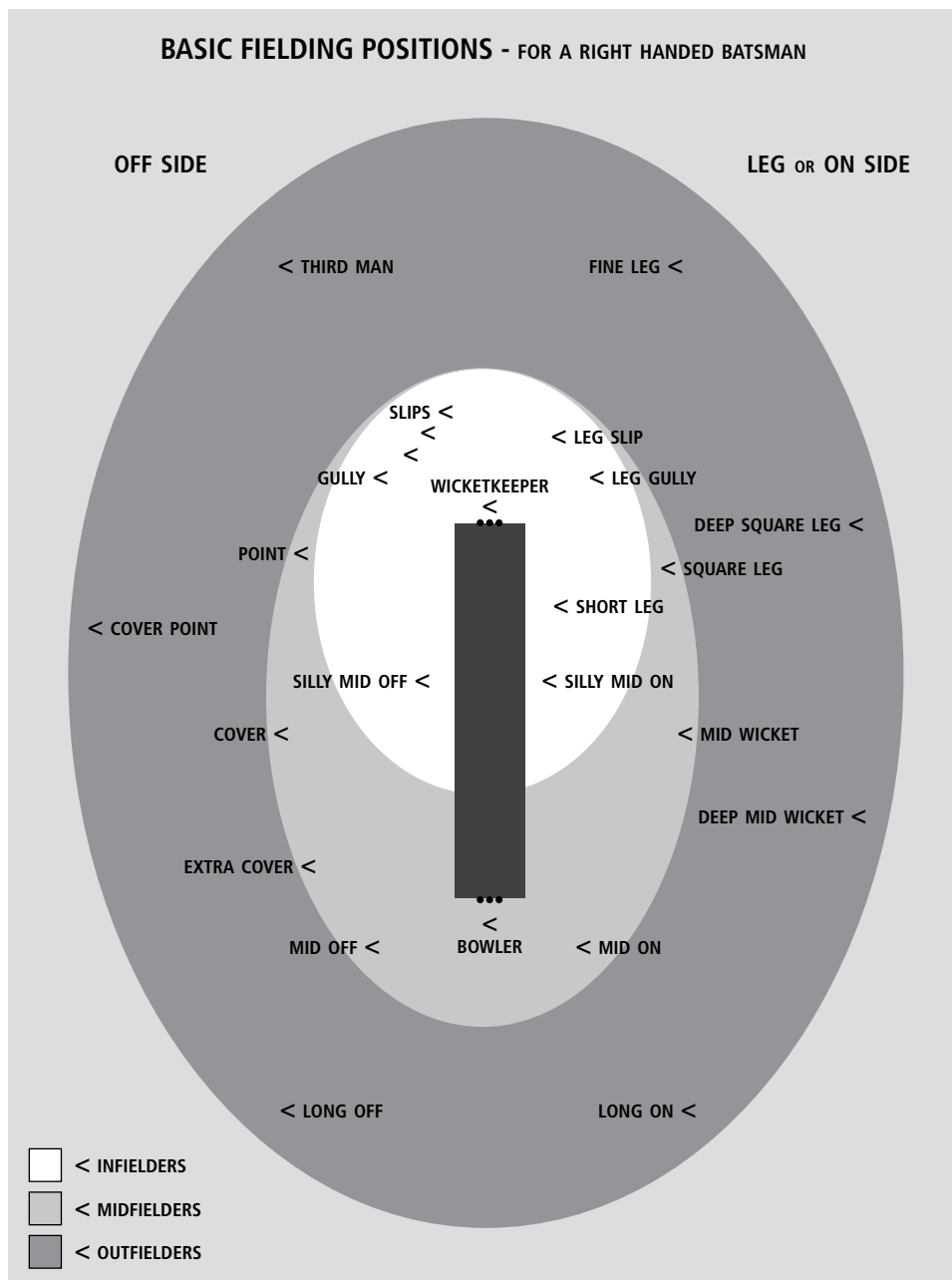
### Dispensing with the bails (Law 8 and 28)

If the day is windy umpires may dispense with the bails but it must be done at both ends. The umpire needs to determine that the stumps have been broken in order to make a decision. It is not necessary to remove a stump with the hands holding the ball.

## TABLE OF DISMISSALS

METHOD	WHICH UMPIRE?	CREDIT TO...	POSSIBLE OFF A...	APPLICABLE GRADES
Bowled	Bowler's end	Bowler	Fair delivery	All grades
Caught	Bowler's end	Bowler & fielder	Fair delivery	All grades
Handled the ball	Bowler's end	No-one	Fair delivery, wide and no-ball	All hardball grades
Hit the ball twice	Bowler's end	No-one	Fair delivery and a no-ball	All hardball grades
Hit-wicket	Striker's end	Bowler	Fair delivery and wide	All grades except MILO Kiwi
LBW	Bowler's end	Bowler	Fair delivery	Year 6, Year 7, Colts, Premier and Year 8
Obstructing the field	Bowler's end	No-one	Fair delivery, wide and no-ball	All hardball grades
Run-out	Respective end	No-one	Fair delivery, wide and no-ball	All grades
Stumped	Striker's end	Bowler & keeper	Fair delivery & a wide	All hardball grades
Retired	Bowler's end	No-one	Fair delivery, wide and no-ball	All grades

## FIELDING POSITIONS



## NO-BALL

A No-ball is a Bowling extra that is debited to the bowler, that either umpire considers to be unfair while the ball is being delivered e.g.

- A bowler failing to inform the umpire of his **mode of delivery** or **change of mode** before he delivers the ball
- A bowler **throwing the ball** as opposed to bowling the ball
- A bowler's **foot faults** – see **BOWLER FOOT FAULTS** on page 32
- The ball bounces **twice** before reaching the popping crease
- More than **2 fielders stationed behind square–leg**
- A fielder (not his shadow) **encroaches onto the pitch**

The penalty for a No-ball is:

- One run scored in addition to any runs scored or completed otherwise
- Another fair delivery must be made in the over (this applies only to Year 7, Year 8, colts, premier and girls youth grades)

No-ball negates the call of wide.

## BOWLER FOOT-FAULTS

During the delivery stride the bowler's front foot must have some part **grounded or raised** behind the Popping crease.

It is acceptable for part of the foot to land behind the crease and then slide over it.

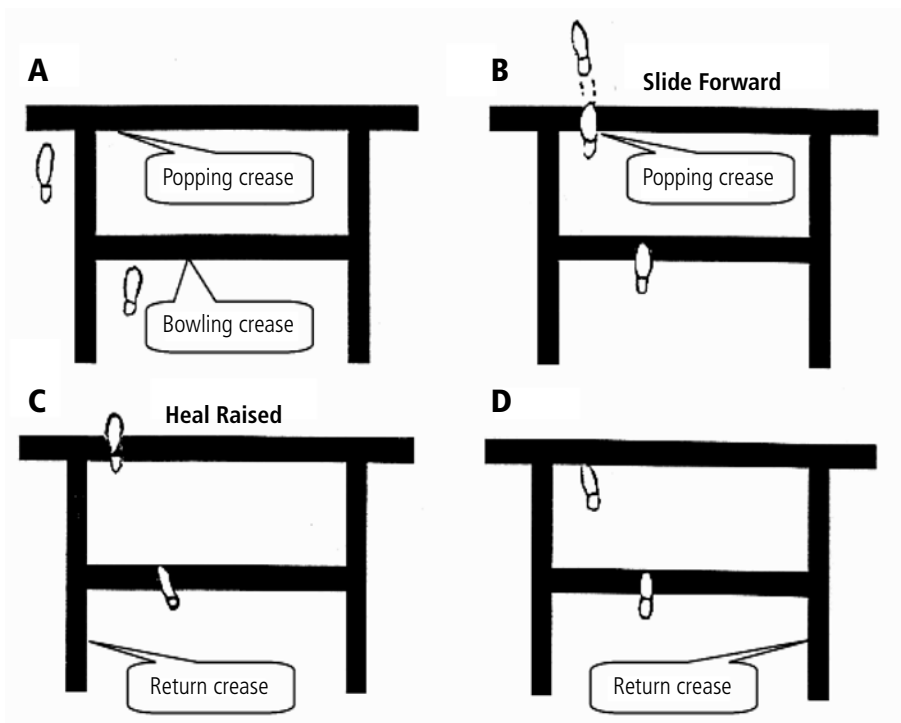
It is acceptable for part of the front foot to be raised over the crease without touching it even if it is outside the line of Return crease.

During the delivery stride the bowler's back foot must **land within and not touch** the Return crease.

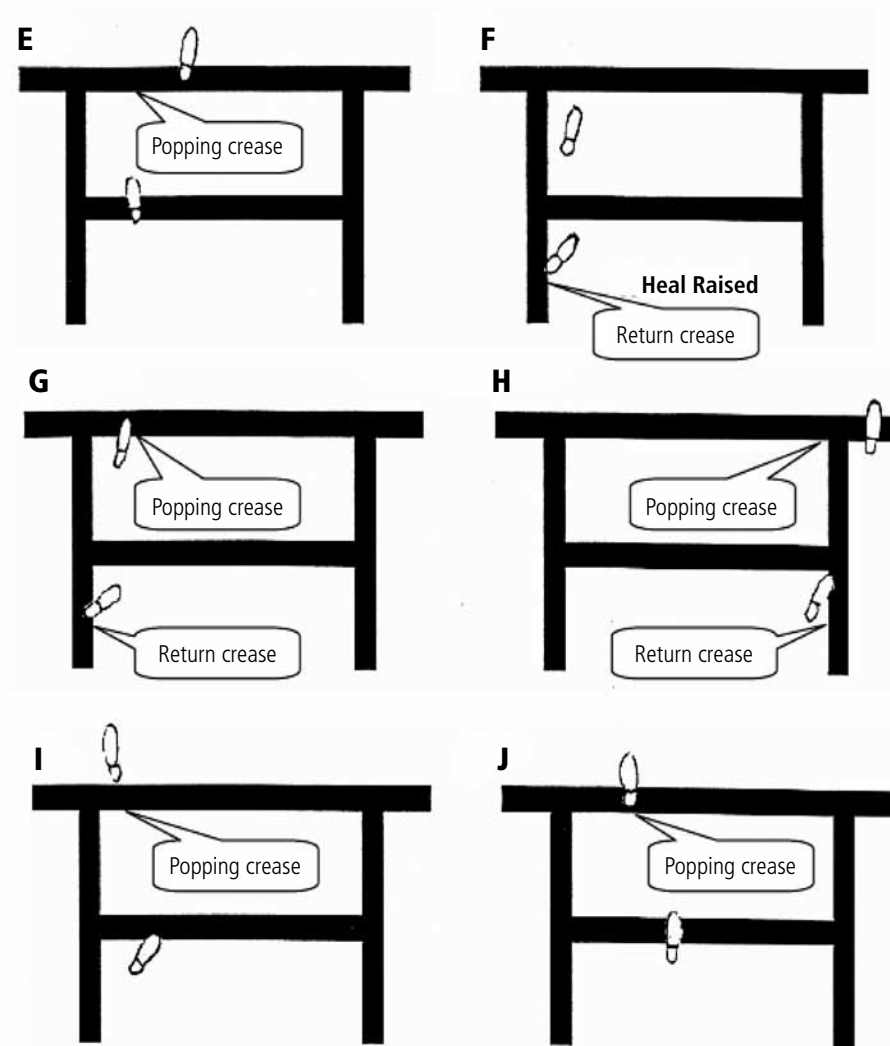
Part of the back foot may be over the Return crease, but that part must be raised so it is **not actually touching the line**.

If the bowler's end umpire is not **entirely satisfied** these provisions have been met, he will call and signal NO-BALL at the instant of infringement.

	Fair / NO-BALL	Back foot	Front foot
<b>A</b>	Fair delivery	Inside Return creases	Behind Popping crease
<b>B</b>	Fair delivery	Inside Return creases	Landed behind Popping crease
<b>C</b>	Fair delivery	Inside Return creases	Raised foot behind Popping crease
<b>D</b>	Fair delivery	Inside Return creases	Behind Popping crease



	Fair / NO-BALL	Back foot	Front foot
<b>E</b>	NO-BALL	Inside Return creases	In front of Popping crease
<b>F</b>	Fair delivery	Raised over Return crease	Behind Popping crease
<b>G</b>	NO-BALL	On Return creases	Behind Popping crease
<b>H</b>	NO-BALL	On Return creases	Behind Popping crease
<b>I</b>	NO-BALL	Inside Return creases	In front of Popping crease
<b>J</b>	NO-BALL	Inside Return creases	In front of Popping crease



## RUN-OUT

Either batsman can be Run-out while the ball is in play.

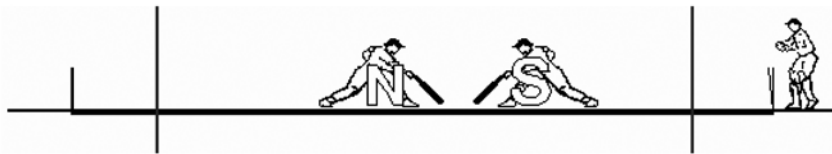
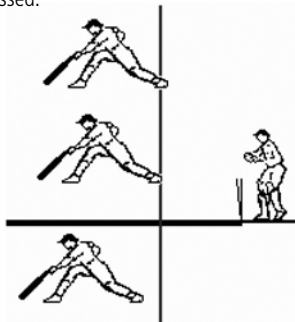
The batsman closest to the broken wicket is dismissed.

If they have **not crossed** the batsman running **from the wicket** is dismissed.

This batsman has one foot on his popping crease marking  
- he is **in his ground** - NOT OUT

This batsman has one foot on his popping crease marking  
- **not behind it** - he is **out of his ground** - on appeal - OUT

This batsman has one foot on his popping crease marking  
- he is **out of his ground** - on appeal - OUT

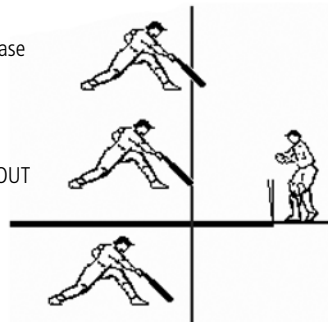


If they **have** crossed, the batsman running **to the broken wicket** is dismissed.

This batsman has his bat grounded behind his popping crease  
- he is **in his ground** - NOT OUT

This batsman has his bat on his popping crease marking  
- **not behind it** - he is **out of his ground** - on appeal - OUT

This batsman has one foot on his popping crease marking  
- he is **out of his ground** - on appeal - OUT



If a batsman is **out of his ground** when his **wicket is put down** - on appeal he must be dismissed.

## LEG BEFORE WICKET

The LBW method of dismissal applies in the Year 6, Year 7, Year 8, Colts, and Premier grades. One warning is given to the batsman in all grades except Premier.

Before adjudging an LBW decision out the Umpire should ask themselves the following question:  
Did the batsman *come forward in a positive manner*, play a stroke at the ball and has been *hit on the front leg*?

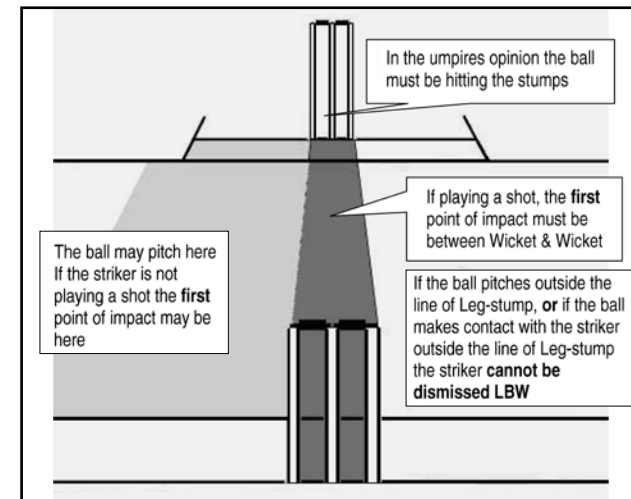
If the answer to this question is **yes** then the batsman should be deemed **not out**.

If **no** (the batsman has been trapped behind the crease, the ball has hit the pads and **may** have hit the stumps, the batsman **may** be out.

Points to consider:

- A positive manner is defined as a step forward of the crease, not a shuffle or bending of the knee
- To avoid doubt, if the batsman has stepped forward in a positive manner, played a stroke and was **hit low and in line** on the **back leg** then they **may** be given out.

GUIDELINES FOR GIVING AN LBW



View for a right handed striker

PLAYING A SHOT

1. It must be a fair delivery, i.e. not a no ball.
2. If the ball pitches it must do so between wicket and wicket **or** on the off-side.
3. The ball's **first point** of impact must be the striker's person or equipment (not his bat or a hand holding the bat).
4. That **first point** of striker impact **must be** between wicket and wicket.
5. In the **umpire's opinion** the **ball must be hitting the stumps**.

AN INTERCEPTED FULL TOSS

As per 2. above, the first point of impact with the striker must be between wicket and wicket.

NOT PLAYING A SHOT

1, 2, 3, & 5 above apply.

The **first point of** impact can be either between wicket and wicket **or** on the off-side.

If the striker moves forward to play the ball, it is unwise for an inexperienced umpire to dismiss him as the slightest deviation of the ball may cause it to miss the stumps.

**The batsman cannot be given out LBW if the ball pitches outside the leg stump.**

**The batsman must receive the benefit of any doubt.**

## UMPIRES SIGNALS



**Dead-ball**  
Signalled when the ball is *Live* or *Dead*



**No-ball**  
Signalled when the ball is *Live*



**Bye & Scorers Ready**  
Signalled when the ball is *Dead*



**4 runs**  
Signalled when the ball is *Dead*



**Wide**  
Signalled when the ball is *Live* or *Dead*



**\* Out \***  
Signalled when the ball is *Live* or *Dead*



**Short run**  
Signalled when the ball is *Dead*



**6 runs**  
Signalled when the ball is *Dead*



**Leg-bye**  
Signalled when the ball is *Dead*



**Last-hour**  
Signalled when the ball is *Dead*



**Revoke**  
Signalled when the ball is *Dead* to cancel the previous signal



**5 runs**  
Signalled when the ball is *Dead* (unofficial signal)

## SCORERS SYMBOLS

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

Action	Symbol
Bye	△ If additional runs are scored, put runs inside the △
Leg Bye	▽ If additional runs are scored, put runs inside the ▽
No Ball	○ Then put a dot or additional runs inside the ○
Wide	× If additional runs are scored, put runs in one of the spaces of the ×
Wicket	<b>W</b>
When batsman is dismissed	// This is placed at the end of the batsman's tally of runs

## COACH EDUCATION OCTOBER – NOVEMBER 2011

Date	Time	Course	Venue
October 17	6-7.30pm	Have A Go/Kiwi	Ngati Toa Domain
October 17	6-8pm	CACT (Session 1)	Hawkins Basin Reserve
October 19	6-8pm	CACT (Session 2)	Hawkins Basin Reserve
October 24	6-7.30pm	Have A Go/Kiwi	Hutt Recreational Ground
October 24	6-8pm	CACT (Session 1)	Westpac Stadium
October 26	6-8pm	CACT (Session 2)	Westpac Stadium
November 7	6-7.30pm	Have A Go/Kiwi	Westpac Stadium
November 7	6-8pm	CACT (Session 1)	Hutt Recreational Ground
November 9	6-8pm	CACT (Session 1)	Hutt Recreational Ground

**Have a Go/Kiwi** – This course is targeted at coaches in the Have a Go, Kiwi and junior softball grades. This course is non-examinable and is run over one night providing coaches with skills, drills and games that will provide enjoyment and skill development for the players.

**Coaching a Cricket Team (CACT)** – This course is targeted at hardball coaches but is also applicable to the Year 4 grade. This course is non-examinable and is run over two nights focusing on the basic principles of coaching a cricket team and providing skills and drills that coaches can implement into their practice sessions.

**All Have A Go/Kiwi, Coaching a Cricket Team courses and Coaching Forums are free.**

**Any queries regarding Coach Education please contact Mark Borthwick on 473 9384, 021 409 866 or m.borthwick@firebirds.co.nz**

## DEVELOPMENT PROGRAMME 2011/12

### The Development Programme will run as follows:

#### Year 6 grade

- Club based tournament scheduled for 17-20 January 2012 (venues to be confirmed)
- All players identified to attend this tournament will be invited to attend off season training opportunities in 2012
- Team nominations are to be made with the tournament levy to Tama Walker by Friday 16 December

#### Year 7 grade

- Zone based tournament scheduled for 22-25 January 2012 (venues to be confirmed)
- Zones will be made up as follows:
  - Upper Hutt – Junior Cricket Upper Hutt, Stokes Valley, Naenae
  - Lower Hutt – Hutt Districts, Eastbourne, Wainuiomata, Petone
  - North City – Mana, Whitby, Tawa
  - Wellington South – Eastern Suburbs, Brooklyn
  - Wellington West – Wellington Collegians, Karori
  - Wellington North – Onslow, Johnsonville
- It is the responsibility of the clubs involved in each zone to select players and coaches for their zone team
- All players identified as zone players will be invited to off season training opportunities in 2012
- Team nominations are to be made with the tournament levy to Tama Walker by Friday 16 December
- The following clubs will be responsible for coordinating the zone trials for the Year 7 group
  - Upper Hutt – Junior Cricket Upper Hutt
  - Lower Hutt – Hutt District Junior Cricket Club
  - North City – North City committee
  - Wellington South – Eastern Suburbs Junior Cricket Club
  - Wellington West – Wellington Collegians Junior Cricket Club
  - Wellington North – Onslow Junior Cricket Club

#### Year 8 grade

- Zone based matches will be run on November 20, 27 and December 4, 11 & 18 2011 (venues to be confirmed)
- Zones will be made up as follows:
  - Upper Hutt – Junior Cricket Upper Hutt, Stokes Valley, Naenae
  - Lower Hutt – Hutt Districts, Eastbourne, Wainuiomata, Petone
  - North City – Mana, Whitby, Tawa
  - Wellington South – Eastern Suburbs, Brooklyn
  - Wellington West – Wellington Collegians, Karori
  - Wellington North – Onslow, Johnsonville
- It is the responsibility of the clubs involved in each zone to select players and coaches for their zone team
- Players identified through these zone games will be selected into one development team who will attend the Year 9 zone tournament from 8-11 January 2012
- All players identified as zone players will be invited to off season training opportunities in 2012
- Team nominations are to be made with the tournament levy to Tama Walker by Monday 14 November
- The following clubs will be responsible for coordinating the zone trials for the Year 8 group
  - Upper Hutt – Junior Cricket Upper Hutt
  - Lower Hutt – Hutt Districts Junior Cricket Club
  - North City – North City committee
  - Wellington South – Eastern Suburbs Junior Cricket Club
  - Wellington West – Karori Junior Cricket Club
  - Wellington North – Johnsonville Junior Cricket Club

## BLACK CAPS HOME PROGRAMME 2011/12

### Zimbabwe in New Zealand

#### Test Match

Jan 26-30 Black Caps v Zimbabwe McLean Park, Napier

#### One Day Internationals

Feb 3 Black Caps v Zimbabwe University Oval, Dunedin

Feb 6 Black Caps v Zimbabwe Cobham Oval, Whangarei

Feb 9 Black Caps v Zimbabwe McLean Park, Napier

#### Twenty20 Internationals

Feb 11 Black Caps v Zimbabwe Eden Park, Auckland

Feb 14 Black Caps v Zimbabwe Seddon Park, Hamilton

### South Africa in New Zealand

#### Twenty20 Internationals

**Feb 17 Black Caps v South Africa Westpac Stadium, Wellington**

Feb 19 Black Caps v South Africa Seddon Park, Hamilton

Feb 22 Black Caps v South Africa Eden Park, Auckland

#### One Day Internationals

**Feb 25 Black Caps v South Africa Westpac Stadium, Wellington**

Feb 29 Black Caps v South Africa McLean Park, Napier

Mar 3 Black Caps v South Africa Eden Park, Auckland

#### Test Match

Mar 7-11 Black Caps v South Africa University Oval, Dunedin

Mar 15-19 Black Caps v South Africa Seddon Park, Hamilton

**Mar 23-27 Black Caps v South Africa Hawkins Basin Reserve, Wellington**

### One Day Internationals

Mar 1 White Ferns v England

Mar 3 White Ferns v England

Mar 5 White Ferns v England

Bert Sutcliffe Oval, Lincoln University

Bert Sutcliffe Oval, Lincoln University

Bert Sutcliffe Oval, Lincoln University

## FIREBIRDS PROGRAMME 2011/12

### Plunket Shield

Nov 7-10 v Central Stags Nelson Park, Napier

Nov 14-17 v Northern Knights Lincoln

Nov 20-23 v Auckland Lincoln

#### Nov 29-Dec 2 v Otago Volts

Feb 17-20 v Canterbury Wizards

Feb 24-27 v Auckland Aces

#### Mar 2-5 v Canterbury Wizards

#### Mar 9-12 v Northern Knights

#### Mar 18-21 v Central Stags

Mar 26-29 v Otago Volts

### One Day Domestic

Nov 25 v Auckland Aces Lincoln

#### Dec 4 v Otago Volts Hawkins Basin Reserve, Wellington

Dec 7 v Central Stags Nelson Park, Napier

Dec 11 v Canterbury Wizards Aorangi Park, Timaru

#### Dec 14 v Northern Knights Hawkins Basin Reserve, Wellington

#### Jan 26 v Canterbury Wizards Hawkins Basin Reserve, Wellington

Jan 29 v Auckland Aces Colin Maiden Park, Auckland

Feb 1 v Otago Volts Queens Park, Invercargill

Feb 5 Preliminary Finals  
1 v 2; 3 v 4 TBA

Feb 8 Preliminary Finals  
Loser 1 v 2; v Winner 3 v 4 TBA

Feb 12 Final TBA

## WHITE FERNS ITINERARY 2011/12

### England in New Zealand

#### Twenty20 Internationals

**Feb 17 White Ferns v England Westpac Stadium, Wellington**

Feb 19 White Ferns v England Seddon Park, Hamilton

Feb 22 White Ferns v England Eden Park, Auckland

Feb 25 White Ferns v England Queens Park, Invercargill

Feb 26 White Ferns v England Queens Park, Invercargill

## HRV Cup Twenty20 Competition

Dec 18	v Auckland Aces	Colin Maiden Park, Auckland
<b>Dec 27</b>	<b>v Central Stags</b>	<b>Hawkins Basin Reserve, Wellington</b>
<b>Dec 28</b>	<b>v Auckland Aces</b>	<b>Hawkins Basin Reserve, Wellington</b>
Dec 31	v Otago Volts	Queenstown Events Centre
Jan 4	v Northern Knights	Blake Park, Mount Maunganui
<b>Jan 6</b>	<b>v Canterbury Wizards</b>	<b>Hawkins Basin Reserve, Wellington</b>
<b>Jan 8</b>	<b>v Otago Volts</b>	<b>Hawkins Basin Reserve, Wellington</b>
<b>Jan 11</b>	<b>v Northern Knights</b>	<b>Hawkins Basin Reserve, Wellington</b>
Jan 15	v Canterbury Wizards	Hagley Oval, Christchurch
Jan 18	v Central Stags	Pukekura Park, New Plymouth
Jan 22	Final	TBC
Jan 23	Final Reserve Day	TBC

## BLAZE PROGRAMME 2011/12

### Action Cricket Cup Competition

Dec 3	v Otago Sparks	Queens Park, Invercargill
<b>Dec 10</b>	<b>v Northern Spirit</b>	<b>Barton Oval, Upper Hutt</b>
Dec 28	v Canterbury Magicians	Bert Sutcliffe Oval, Lincoln
<b>Jan 2</b>	<b>v Auckland Hearts</b>	<b>Kelburn Park, Wellington</b>
Jan 8	v Central Hinds	Fitzherbert Park, Palmerston North
Jan 14	FINAL	TBC

### Action Cricket Twenty20

Dec 2 & 4	v Otago Sparks	Queens Park, Invercargill
<b>Dec 9 &amp; 11</b>	<b>v Northern Spirit</b>	<b>Barton Oval, Upper Hutt</b>
Dec 27 & 29	v Canterbury Magicians	Bert Sutcliffe Oval, Lincoln
<b>Jan 1 &amp; 3</b>	<b>v Auckland Hearts</b>	<b>Kelburn Park, Wellington</b>
Jan 7 & 9	v Central Hinds	Fitzherbert Park, Palmerston North
Jan 15	Final	TBC