



## **Junior Grade General Rules & Guidelines**

### **CMCA Philosophy**

Helping young people thrive in a fun, caring, supportive environment, leading to a lifelong love of the game

#### **1. GENERAL RULES**

The General Rules will be followed. (Unless specified the current MCC Laws of Cricket apply)

##### **1.1 Sport NZ Guidelines - 'Balance is Better' and 'Keeping up with the Play'**

The focus of the Balance is Better philosophy is to focus on the reasons that young people (10-18 years) play sport; to have fun, be challenged, develop and improve, be part of a team or group, and enjoy time with friends.

New Zealand Cricket (NZC) in alignment with Sport NZ and four other national sporting bodies (netball, rugby, football and hockey) have signed a [Statement of Intent](#) (September 2019) to promote and foster "[Balance is Better](#)" (BIB) philosophies.

Counties Manukau Cricket Association (CMCA) aligns and is guided by these philosophies in its creation and support of club, community and individual programmes.

##### **1.2 Membership**

All participating clubs or other organizations must be affiliated and financial with the Counties Manukau Cricket Association by the last business day in December of the current season.

##### **1.3 Qualification of Players**

- A) A player is eligible to play in the grade which covers their school year at the beginning of the season.
- B) A female player may, at the discretion of her club, and having regard for her ability, be permitted to play in a grade lower. No dispensation is required.
- C) The Junior Panel may dispense an over-age player, as eligible to play in a lower grade, if they are satisfied that special circumstances exist. Granted dispensations are reviewable at any stage of the season. Teams must make the opposition aware of dispensed players before the beginning of game.
- D) Clubs are advised to exercise discretion and common sense in allowing any particular player to be in a grade above their year. They are to avoid playing down a player whose ability warrants that player being in their natural year group or a higher year group, so as not to impede the individual's progress or to distort the outcomes in the lower grades.
- E) The Junior Panel may, in appropriate cases and in the absolute discretion, approve that a player with a significant physical or other disability, play in the lower grade that is commensurate with the player's ability as judged by the Junior Committee.
- F) A player must have played a minimum of three matches in a particular division after the grading round, to be eligible to play in the final match. If enough eligible players are not available, players from a lower division or grade may play.
- G) In 2 day games, a maximum of two players can be changed for play on the second day or the second innings.

##### **1.4 Safety**



- A) All batters playing hard ball cricket must wear a helmet, appropriate gloves, pads and box.
- B) Wicketkeepers in hard ball games MUST wear appropriate gloves, pads and box and MUST also wear a helmet or facemask.

### 1.5 Equipment

Encourage the use of spring return stumps for junior cricket when conditions allow it and the pitch length is shortened to 14, 16 or 18m.

## 2. GRADES AND MATCH TIMES

Subject to any changes notified by the Junior Panel, the following grades and playing times apply for the current season. Division 1 in each year group is the highest skill grade.

AGE	GRADE	TIME
Entry Level		5:30pm-7pm Fri
Year 3&4		5.30pm-7.10pm Fri
		8.45am-10.25am Sat
Year 5&6		8.45am-10.45am Sat
Year 7&8	Div 1&2	8.45am-11.45am Sat
Year 9-11		8.45am-12.55pm Sat

### 2.1 Grading and Competition Structure

- A) Initial grading of teams is the responsibility of clubs. The Junior Panel may adjust the size of the competition grades before or during the season to ensure a balanced/non -bye grade where possible, or to avoid teams markedly outclassing their opponents or being outclassed. The Junior Panel may also merge the divisions within the same age group to achieve the same outcome, as outlined above.
- B) Adults are reminded that the grades up to and including Year 5&6 Division 2, are non-competition (no competition points awarded) and constitute a development period for cricketers. Regardless, it is expected that competition will happen on a natural basis.
- C) In the competition grades post-xmas, CMCA reserve the right to schedule a Semi and/or final when the competition allows. These finals will be administered by CMCA.

### 2.2 Clashes

Where there is a clash between a junior and senior match, either because of the junior grade running over time or a scheduling double up, the senior game takes priority.

## 3. RESULTS

### Year 1&2 and Year 3&4 (Incrediball Teams)

BOTH teams must enter a basic scorecard online at [crichq.com](http://crichq.com) by 10am on the Tuesday following the completion of matches – for contact tracing purposes only.

### Year 5&6 to Year 9-11 (Hardball Teams)



BOTH teams must enter a full scorecard online at crichq.com by 10am on the Tuesday following the completion of matches.

### All Junior Grades

Please **follow the links regarding how to do this from the CMCA website under CRICHQ INSTRUCTIONS in the Clubs section.** Failure to submit results on time may result in a loss of points for competition grades. In 2020/21 this gains more importance as CrichQ records will be used for contact tracing purposes.

### 3.1 Points Allocation

ONE DAY GRADE	
Win	6 points
Forfeit win	6 points
Tied game (equal scores)	3 points each
Loss	1 point
Forfeit loss	0 points
Abandoned game	3 points each

### 3.2 Level on Points

If two or more teams have the same number of points at the end of the round- robin matches, their respective positions on the table are determined on the following count- back basis:

- The team with the most points earned when the teams played each other will be the highest placed.
- If teams are still equal, placings will be determined by the following formula with the highest average being the highest placed team.

$$\text{AVERAGE} = \frac{\text{TOTAL OF 'RUNS FOR'}}{\text{'WICKETS LOST'}} - \frac{\text{TOTAL OF 'RUNS AGAINST'}}{\text{'WICKETS TAKEN'}}$$

### 3.3 When no play is possible for Semi's and Finals(Relevant to Year 9-11 only)

The team who finishes higher in pool play will progress to the final (In the case of semi-finals) or will win the grade (final).

## 4. DISPUTE

### 4.1 On the day

It is important that umpires/ coaches/ players always try to resolve a matter on the field when it happens- it is very difficult for third parties to decide matters later, particularly if the facts are disputed.

### 4.2 Protests procedure

In competition grades if umpires/ coaches/ managers cannot resolve a dispute on the day of the game teams can fill in a protest form which is available online.

### 4.3. CMCA Complaints Procedure

For more information on the CMCA complaints procedure visit the "About" section of the CMCA website. **The Judicial Policy is available under Governance.**



## **5. OVER RATES**

### **5.1 Time per over**

Umpires, coaches and captains are responsible for ensuring that matches finish within the scheduled times. It is unfair and against the spirit of the game to waste time. The match times allow about **3 minutes** for each over to be completed.

### **5.2 Responsibility of umpires**

Umpires are to monitor the time taken by the bowling side to complete its overs, taking account of legitimate interruptions and the fall of wickets. Umpires are to confer with the fielding captain (and coach in younger age groups) to ensure that the appropriate rate of overs is maintained.

### **5.3 Time wasting**

The fielding team should not waste time by constantly resetting the field during the over and should move quickly to their positions between overs. The batting side must be ready to face the bowler when he starts his run- up and on field discussion between batters should be kept short. Drink breaks are **NOT** meal breaks.

### **5.4 Reporting slow over rates**

Teams are encouraged to report slow play to the Junior Panel, upon investigation if the side is found to have engaged in slow play without reasonable cause, the Junior Panel may take such action as it considers appropriate, including forfeiting any points awarded in the match.

## **6. UMPIRING, SCORING & ON FIELD COACHING**

### **6.1 Umpiring & scoring roles**

The role of umpiring and scoring are separate roles and must be performed by separate people. Guidance – This is for the flow of the game and ensure health and safety.

The board has advised that any reported instances of this could be treated as a breach of the CMCA code of conduct.

### **6.2 Umpires**

It is expected that each club provides an umpire for a match. Umpire allocation in finals is at the discretion of CMCA.

### **6.3 Player development**

A) Junior cricket is developmental so coaches who are on the field of play as umpires can guide the players about fielding positions and other captaincy related aspects. At grades up to and including Year 5 & 6 a coach can take most of the responsibilities which would normally be those of a captain. They should assist players to become aware of tactical matters and make decisions in the game as they develop. The coach will also be able to instruct players on skills while the game is in progress so that players can improve skills and correct faults. However this should be done in a way that does not interfere with the flow of the game and does not unduly delay the game.

B) Coaches should regard themselves as the third team in the match, a team who are not there to oppose each other but, to help each other and the players from both sides to not only learn cricket skills but also the proper spirit of the game.

### **6.4 Captains**

All competition grades shall have a designated match day captain.

- A) In Year 7 & 8 captains should be capable of making decisions without significant input from the coach while on the field of play. Advice should be limited to drinks breaks, or the change of innings.
- B) In Year 9, 10 & 11 captains should be expected to take on the full responsibilities of field setting, bowling changes and over rates.



## 7. FAIR PLAY

### Junior Fair Play Award

All junior team coaches or club administrators are encouraged to nominate a team or individual at any time of the season **via email**. Advising in written format of approximately 50 words or less, a meritorious action or event which embodies the spirit of the game.



## **LBW Guidelines**

There are a number of questions the umpire must ask themselves when considering an LBW appeal – the main thing to do is to take your time. Replay the delivery in your mind and consider the questions in the order that things happened.

The LBW Rule as it applies in this Grade is modified slightly from Law 36.

Before answering an appeal, the bowler's end umpire must be satisfied that the delivery was "fair" – i.e. it was not a No ball.

The first question to answer applies only to these Grades:

### **Did the batter step forward in a positive manner (i.e. not a shuffle or a 'lean')?**

If he did, then he is not 'playing back' and must therefore be given **NOT OUT**.

(The umpire should check with his mate at the striker's end to ensure mutual agreement that the player was playing back. Where there is disagreement on this issue between the umpires, the player must be given NOT OUT.)

If it is agreed that the player was 'playing back', then ask yourself the questions from Law 36 – these must all be answered "YES" for the batter to be given OUT-LBW.

### **1. Did the ball pitch on the line of the stumps (i.e. wicket to wicket) or outside off-stump?**

If "YES" (or if it hit the batter on the full) go on to question 2.

If "NO" then NOT OUT.

### **2. Was the first point of impact the striker's person or equipment, and not his bat?**

If "YES" go on to question 3.

If "NO" then NOT OUT.

### **3. Was the first point of impact between wicket and wicket? (This is amended from Law 36 for these Grades).**

If "YES", go on to question 4.

If "NO" then NOT OUT.

### **4. Had the ball not been intercepted, would it have gone on to hit the stumps?**

If "YES" then OUT.

If "NO" then NOT OUT.

If any of these questions are answered in the negative, the umpire must call – NOT OUT. And if there is any doubt whatsoever, the benefit of the doubt goes to the batter – so NOT OUT.



## Wet Weather Guidelines

### Preamble

The below guiding principles are for use in CMCA Junior Cricket scheduled competition games.

There are few cricket situations that are so difficult to administer as the decision to commence play due to wet weather. The vagaries of the weather, cricket pitch, weather outlook, cricket square, run-ups, and outer field are infinitely variable.

It is not possible to codify when you play and when you do not. In the below CMCA have attempted to provide practical guidelines on what to consider, what criteria you might apply, and what if anything you can do to improve any situations.

It is the responsibility of the appointed coaches (unless a CMCA umpire/s has been appointed to the game, in which case the umpire/s will be the sole adjudicator of conditions) to agree on a final decision of play or no play. Nevertheless, for grades 7&8 and 9,10 & 11 CMCA would encourage that, wherever possible, team captains are included in these conversations to enable them to experience the decision making required on weather related calls.

The review of ground conditions should take place at the scheduled ground in a practicable time frame prior to the scheduled start time as outlined in the CMCA Junior Grade General rules. However, CMCA are aware of travel times for teams and as such by mutual agreement coaches can communicate prior to the game commencing on the practicality of travelling to the ground if the weather outlook has been or is not favourable.

In all situations common sense makes good sense!

### Guiding Principles

There are five main principles in assessing wet weather situations, which should be applied at the scheduled ground at a reasonable time prior to scheduled start time.

- 1) If CMCA has advised a ground closure, then **No Play**.
- 2) If the coaches/captains agree not to play or the appointed umpire/s has deemed no play, then – **No Play**.
- 3) Common law Common Law imposes on those responsible (In this instance the coaches) a Duty of Care for the safety of the players (and other stakeholders too). This is the highest consideration and takes precedence over all other considerations. This means we must not allow play if there is a clear and present risk of injury beyond the usual risks of playing cricket. For the purposes of these guidelines, the main concern is a player slipping, particularly the bowler taking off or landing in his delivery stride.
- 4) Laws of cricket Law 2.7.4 spells out the criteria to be applied. These considerations overlap somewhat with the issue of player safety. This Law states in part that we must consider whether "the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets." In other words, is it safe and can the players perform all the components of the game?

These guidelines cannot hope to be comprehensive. Real situations will often have components from several scenarios, overlapping and competing.



## Assessment Guidelines

The assessment of suitability for play is based on the question; **Are Conditions Suitable for Play Now?**

### **Assessing Whether a Pitch is Suitable for Play**

This is a static assessment – ie the pitch right now is either suitable for play or it is not, regardless of the weather or any other moment by moment considerations.

<b><i>What to look for</i></b>	<b><i>Criteria</i></b>	<b><i>Play / no play</i></b>	<b><i>Other comments</i></b>
Dampness on the wicket.			
1) Overall and roughly even dampness.	Is it too wet for the ball to bounce evenly?	The consideration is NOT whether batting would be <i>difficult</i> . So long as the ball will bounce roughly evenly, you play.  Generally speaking: a damp wicket is playable; a wet wicket is not.	A six-inch-high bounce should not be considered an even bounce.
2) Patchy dampness	Would there be uneven bounce so as to endanger the batsmen?	Batsmen are endangered if there is a <b>patch</b> of dampness where a good length ball would pitch.	It is the uneven / unreliable bounce that is dangerous.  Short of this length, the batsman has time to adjust; fuller length (ie beyond the danger area) and the ball does not deviate enough to cause a safety hazard. Be conservative in this consideration, assume only a limited batting competency and assume no batting helmet.





<p>3) Dampness around the bowler's delivery stride and follow-through.</p>	<p>Can the bowler with his/her normal run up and action deliver the ball and be sure he will not slip dangerously?</p>	<p>If the bowler's safety is at risk, do not play.</p> <p>The area of concern is from about three metres behind the popping crease to about three metres beyond it and about three metres to either side of the danger area. If the popping crease area with wet shoes will lead to an 'ice-rink' effect, then don't start play.</p>	<p>In the take-off area, the risk is of the bowler's take off foot going from under him/her leading to knee damage.</p> <p>In the landing area, if the front foot or follow-through foot slips, this can lead to damage of any of the joints in the ankle or leg.</p> <p>The bowler must also be able to safely stop and change directions after delivery.</p>
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**Assessing Whether the Square and Outfield are Suitable for Play.**

Again, this is a *static* assessment – ie the oval right now is either suitable for play or it is not, regardless of the weather or any other moment by moment considerations.

**i) The Square (if applicable i.e. if a grass pitch square is adjacent to the artificial pitch)**

The Square itself is rolled hard with at times some un-grassed areas and therefore becomes more slippery when damp.

<b>What to look for</b>	<b>Criteria</b>	<b>Play / no play</b>	<b>Other comments</b>
<p>Standing water on the square.</p>	<p>a) Are the batsmen in any danger when turning for a second run and b) can fielders run at the ball and expect to be able to stop or change direction safely?</p>	<p>The square is a 'high traffic' area with players running, stopping and changing direction. It is unlikely they can do this with standing water on the square.</p> <p>Generally, No play.</p>	
<p>Areas of wetness or dampness on the square.</p>	<p>a) Are the batsmen in any danger when turning for a second run and b) can fielders run at the ball and expect to be able to stop or change direction safely.</p>	<p>If there is danger to the players, then no play</p>	



The above considerations also apply to the area close to the wicket but off the square, say on either side within 15 metres of the pitch, and where the wicketkeeper and slips stand. Although these areas don't tend to become quite so slippery, they must also be watched.

### ii) The Outfield

<b>What to look for</b>	<b>Criteria</b>	<b>Play / no play</b>	<b>Other comments</b>
Significant areas of standing water in the outfield	a) Can the fielders run over the outfield safely? b) will the ball run over the outfield or will it stop in the standing water	Generally, only significant areas of wetness in the outfield will preclude play.	If the ball does stop in standing water, could it be dried satisfactorily with no long-term effects to the fairness of the game?
Bowler's run-up is wet	Can the bowler safely approach the pitch in his /her normal run-up and deliver the ball?	If there is a danger to the bowler of losing their footing, particularly at the "change point" of the outfield to pitch surface – then no play	



## Junior Formats Summary

Please refer to the age group rules for the full playing conditions

Grades	Year 1&2 (Friday)	Year 3&4 (Friday)	Year 3&4 (Saturday)	Year 5&6	Year 7&8	Year 9-11
Skill Development	Learning the skills	Playing modified games	Playing modified games	Playing the game	Playing and developing	Secondary school cricket
Age	5-6	7-8	7-8	9-10	11-12	13-15
Players per team	6-7	8-10	8-10	8-10	9-10	11-12
Times	5.30-7.00pm 90 mins	5.30-7.10pm 100 mins	8.45-10.25am 100 mins	8.45-10.45am 120 mins	8.45-11.45pm 180 mins	8.45-12.55pm 245 mins
Pitch length		14m	14m	16m	18m	20.12m
Boundary		30-40m 25m behind stumps	30-40m 25m behind stumps	35m 25m behind stumps	40m 25m behind stumps	50m
Ball	Small incrediball	Small incrediball	Small incrediball	142g	142g	156g
Overs per team		16 All from one end	16 All from one end	20 All from one end	30 5 over blocks from one end	30
Start game (no of players)		5	5	5	7	7
Rain affected game – min 2 <sup>nd</sup> innings overs		8	8	10	14	14
Fielders		8	8	8	9	11
Fielder distance from bat		10m	10m	10m	10m	10m
Bowlers						
Balls per over		6, 8 max	6, 8 max	6, 8 max	6, 8 max	6, 8 max
Run up		10m max	10m max	10m max	15m max	
Overs (spell)				2 (all players)	2 (all players)	5
Overs (max)		1 (all players)	1 (all players)	3	5	5
Batters						
Retire after (compulsory)		4 overs	4 overs	5 overs	30 balls faced	100
LBW		No	No	No	Yes	Yes