

MID CANTERBURY CRICKET ASSOCIATION INC

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Junior Grade Rules 2020-21

4TH GRADE –

- The Team:** 9 players per side
- Start Time:** 12.30pm
- The Pitch:** The pitch shall be 18m
- The Boundary:** Max size of 40m measured from the centre of pitch
- The Ball:** 142gm Kookaburra cricket ball
- The innings:** Each innings shall be limited to 30 overs per side
- If Team 1 is All-out before the completion of their allocated overs, Team 2 may use their own full allocation (30 overs).
 - No Free Hits in this grade
- Batting:**
- A batsman must face 6 deliveries before being given out.
 - If dismissed before 6 balls batsmen change ends and 3 runs are added to the bowling team's score.
 - After 6 balls are completed the batsman may continue their innings until dismissed.
 - All batsman must retire after facing 30 balls.
 - If the batsman was out during the six ball grace period, they must retire OUT and cannot bat again.
 - A batsman who was NOT dismissed during the grace period and retires after 30 balls can resume their innings once the full batting line up has been used in the order of retirement.
 - Returning retired batsmen must return in the order they retired in.
 - You may retire batsmen earlier than their maximum amount of balls in order to give players who have yet to bat a chance, but may not retire batsmen in order to bring back a previously retired player.
 - All balls including wides and no balls will be added into the batter's ball count.
- Bowlers:** The bowling will take place in 5 over allotments from one end and then swap for the next 5 overs from the other end

President
Mr Mike Southby

Chairman Board of Control
Mr Jeff Naish

Director of Cricket
Mr Garfield Charles

Cricket Manager
Mr Mark Medlicott

- All players to bowl a minimum of 2 overs, with a maximum of 5 overs.
- Bowlers are limited to 4 overs in one spell.
- Run ups for bowlers should not exceed more than 15 metres (from the stumps)
- Exempted (as above) bowlers shall be limited to a 5-pace run-up.

Extras: All NO-BALLS & WIDEs shall be scored.

- 1 runs is scored in addition to any runs scored otherwise
- Wide calls by agreement before start of match

Overs: Overs shall be limited to 8 deliveries (the last over needs to have 6 legitimate balls before the innings ends).

Fielding: A maximum of 9 players are allowed on the field at one time

- No fielder is to be within 10 metres of the striking batter or another fielder
- Helmet for w/k and batsman compulsory

Unfair bowling: NO-BALL shall be called & signalled by the bowler's end umpire if:

- the ball bounces more than once (that is 2 times or more), or rolls along the ground before reaching the striker – DEAD-BALL.
- No bouncers above shoulder height – (no ball & 1 warning)
- If a second bouncer from the same bowler is deemed deliberate and dangerous by the two umpires the bowler can be removed from the bowling crease.
- No beamers above waist height – (no ball & 1 warning)
- If a second beamer from the same bowler is deemed deliberate and dangerous by the two umpires the bowler can be removed from the bowling crease.

Dismissals:

- Lbw – is out if it is;
 - a full toss middle stump,
 - a ball pitching on, and hitting middle stump. (care when on artificial wickets regarding bounce height)

6TH & 5TH GRADE –

- The Team:** 8 players per side. No one person to bowl or bat more than others in team – try to be fair.
- Start Time:** 9.30am
- The Pitch:** The pitch shall be 16m
- The Boundary:** Max size of 35m measured from the batter's end stumps
- The Ball:** 142gm Kookaburra cricket ball
- The innings:** Each innings shall be limited to 20 overs per side of 6 ball overs.
- Batting:**
- Bat in pods.
 - Each pair bats for 5 overs each
 - Add 5 runs to opposition score for an out
 - If a batter gets out, the batters change ends
 - Run outs, stumping's, hit wicket, bowled and caught are only dismissal methods allowed.
No lbws.
- Bowling:** Bowl from one end only
- Bowl in pods
 - Bowl from one end
 - Try to match pods up evenly with opposition.
 - All players to bowl a minimum of 2 overs
 - Bowlers shall be limited to a maximum of 3 overs each.
 - Bowlers are limited to 2 overs in one spell.
 - No bouncers above shoulder height – 1 warning.
 - No beamers above waist height – 1 warning.
 - Run ups for bowlers should not exceed more than 10 metres (from the stumps)
 - 1 warning for no ball
 - Helmet for w/k and batsman.
 - **5th Grade Bowlers must bowl properly – coaches to encourage this, not throwing**
 - Wides by agreement before match (6th grade off pitch, 5th grade off pitch off side, half way down leg)