

# MID CANTERBURY CRICKET ASSOCIATION INC

P.O. BOX 105, ASHBURTON  
Phone: cell) 0237 269 8654; b) 03 686 3377  
Website: [www.mccricket.co.nz](http://www.mccricket.co.nz)  
Email: [admin@mccricket.co.nz](mailto:admin@mccricket.co.nz)

## Junior Grade Rules 2023

### KANE WILLIAMSON GRADE – (Players must be in Yr 7/8 in 2023)

Year 7 & 8; recommended as at January 1st & exempted year-9 players

**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

Chairman Board of Control  
Mr Jono Pavey

Cricket Manager  
Mr Mark Medicott  
[admin@mccricket.co.nz](mailto:admin@mccricket.co.nz)

Mid Canterbury Cricket Assn  
PO Box 105, Ashburton  
[www.mccricket.co.nz](http://www.mccricket.co.nz)

- 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 (where a Yr 9 player has received dispensation via MCCA & NZC) 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).
- Over-rate:** A minimum of 18 overs per hour.
- 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 NOT OUT unless**
    - **The batter deliberately uses his pads as a shield e.g. like a 'French Cricket' stance.**

**Notes:**

Where possibly matches will be allocated to grass pitches, but you will also be required to play on artificial pitches from time to time due to availability and with other pitches already allocated, or the impact of the weather.

## **TOM LATHAM GRADE – (Recommended Yr 7/8 in 2022)**

**Year 7 & 8; recommended as at January 1st & exempted year-9 players**

**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 24 overs per side

- If Team 1 is All-out before the completion of their allocated overs, Team 2 may use their own full allocation (24 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 24 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 24 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 6 over allotments from one end and then swap for the next 6 overs from the other end

- 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 (where a Yr 9 player has received dispensation via MCCA & NZC) 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).

**Over-rate:** A minimum of 18 overs per hour.

**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:**

- **LBWs are NOT OUT unless**
- A batter deliberately uses his pads to avoid a dismissal e.g. 'French Cricket' stance using pads to prevent ball hitting stumps.

**Notes:**

Matches will be allocated where possibly on a home and away basis. Depending on final entry numbers the plan is to play two full rounds with no finals, and the winner will be determined by the points table. The purpose is still to give teams as much like versus like matches to further enhance skill development. Scheduled for afternoons but if teams wish to play in the morning due to other commitments then;

- Both teams need to agree
- Mark @ Mid Canterbury to be notified by Wednesday night so that groundsmen have time to organise changes
- A changed game does not have priority over an existing competition game's pitch allocation
- If match is played at a different time and all other teams in that grade have matches cancelled / washed out then the changed game will be allocated the same points as other teams regardless of result.

## TIM SOUTHEE GRADE – (Players must be in Yr 4-6 in 2022)

Year 4-6; recommended as at January 1st & exempted year-7 players

**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 3 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.
- **Tim Southee Grade Bowlers must bowl properly – coaches to encourage this, not throwing**
- Wides by agreement before match (e.g. off pitch off side, half way down leg)

### **Notes:**

Matches will be allocated where possibly on a home and away basis. Depending on final entry numbers the plan is to play two full rounds with no finals, and the winner will be determined by the points table. The purpose is still to give teams as much like versus like matches to further enhance skill development.

## TRENT BOULT GRADE – (Players recommended to be Yr 4, 5 & 6 in 2023)

Year 4-6; recommended as at January 1st & exempted year-7 players (beginners)

**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:** Incrediball

**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 3 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.**
- **No helmet, pads or gloves required**

### **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
- **Trent Boulton Grade Bowlers must bowl properly – coaches to encourage this, not throwing**
- Wides by agreement before match (e.g. off pitch off side, half way down leg)

### **Notes:**

Matches will be allocated where possibly on a home and away basis. Depending on final entry numbers the plan is to play two full rounds with no finals, and the winner will be determined by the points table. The purpose is still to give teams as much like versus like matches to further enhance skill development.

## Friday Night Bash matches (Recommended Beginners Yr 2-6)

### The competition:

The competition comprises a scheduled series of limited-over matches which will all be played at Ashburton Domain on a Friday afternoon.

**Hours of play:** 4.00 pm to 6:00 pm, unless the team managers agree otherwise by before the toss.  
(or as close as you can make it. Please contact opposition coach prior to match day if going to be late!)

**The Team:** 6 players per side

**The Pitch:** The pitch shall be 14m

**The Boundary:** Max size of 25m measured from the batter's stumps

**The Ball:** Incrediball

**The innings:** Each innings shall be limited to 12 overs per side. Score starts at 100 and goes up/down. It is not necessary to take the score in these matches, the idea is for the players to learn and develop skills. On field coaching is actively encouraged. An appropriate scoresheet is available on the MCCA website

### Batting:

- Each pair bats for 4 overs each
- No outs (-3 runs for an out)
- If a batter gets out, the batters change ends
- Batters to face approximately the same amount of balls each in their pairs.
- Run outs, stumping's, hit wicket, bowled and caught are only dismissal methods allowed. **No lbws.**
- No helmet, pads or gloves required

### Bowling:

- Bowl from one end only
- All players to bowl a minimum of 2 overs
- Run ups for bowlers should not exceed more than 10 metres (from the stumps)
- Extras: All NO-BALLs & WIDEs to be placed on cone and hit by facing batsman
- Runs from cone are scored
- **Overs** shall be limited to 6 deliveries.

**Fielding:** A maximum of 6 players are allowed on the field at one time

- No fielder is to be within 10 metres of the striking batter or another fielder

### Points:

There is no points table

### Purpose:

The purpose of this grade is to help players get a more realistic understanding of the game of cricket, and to develop their skills without being scared of a hard ball, or being encumbered by big pads, helmets, etc. Coaches should ideally get fielders to move around one fielding position for each over as each player has a turn to bowl. e may have an away series in Methven for all teams, but is dependent on entries. As only 6 aside if a team has more players we want to ensure everyone gets a go, so will either loan them to the opposition or a team that is short, or if you both have 8 players then you can add another pod, but may need to change a pod from 4 overs to 3 overs to accommodate. Ideally everyone gets a go!

Chairman Board of Control  
Mr Jono Pavey

Cricket Manager  
Mr Mark Medicott  
[admin@mccricket.co.nz](mailto:admin@mccricket.co.nz)

Mid Canterbury Cricket Assn  
PO Box 105, Ashburton  
[www.mccricket.co.nz](http://www.mccricket.co.nz)