

## 6. YOUTH CRICKET

### **CANTERBURY SCHOOLS 1ST XI COMPETITION, 2ND GRADE, YOUTH OPEN, YEAR 10 AND YEAR 9 GRADES**

(Metro Club Cricket contact: Mike Fisher  
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#### **LOCAL PLAYING CONDITIONS**

It may be a requirement by Metro that coaches/managers of teams in Canterbury Schools 1st XI grade are to brief the combined teams on what constitutes unacceptable behaviour as stated in Section 8, Code of Conduct (Appendix A) in Metro's Handbook. This should take place, when required, before 10.15am and the start of play.

#### **6.1. CANTERBURY SCHOOLS 1ST XI GRADE**

a. Powerplays will apply in this grade for the one-day competition. For detail see Conditions for Premier one-day competition 4.10.9.

b. Player Eligibility

- Inter School Athletics Day

When the Canterbury Secondary Schools Athletic Sports are held, any named 1st XI player who is participating in the Athletic Sports, has full playing rights immediately upon returning from his event(s).

- Examinations

Any 1st XI player who is sitting an academic examination on the day of play has full playing rights immediately upon his arrival.

The opposing captain, coach or officially-appointed umpire should be informed 30 minutes prior to the start of that day's play.

c. Playing Hours for 1st XI Grade

In two-day matches, there is to be 110 overs bowled in a day under the following hours of play:

10.30am – 1.00pm

1.40pm – 3.45pm

4.00pm – 6.00pm

Coaches, captains and umpires are to be vigilant to ensure a day's play finishes at 6.00pm

or at 100 overs, whichever is later. An awareness for brief drinks breaks, player movement between overs, and punctuality at the start of sessions of lunch and tea breaks should be strictly adhered to.

d. Last Hour

In two-day matches, the 17 overs start at the completion of 83 overs or 5.00pm; whichever is later.

Where there is a change of innings during the last hour of the match, 3 overs shall be deducted from the minimum overs to be bowled.

e. Playing Numbers

In ALL grades, including 1st XI Grade, a team may play 12 players with no more than 11 on the field at any one time.

The opposing captain and coach should be informed 30 minutes prior to the start of play.

#### **6.2. BONUS POINT FOR 1ST XI GRADES AND YEAR 9A**

For one-day format, see Condition 4.10.4

a. to gain a bonus point a team must pass the opposition's total in four-fifths (80%) of the overs available, or dismiss the opposition inside four-fifths of their total Example 1: In a 50 over match, Team A scores 200 runs; Team B scores 201 on 38.4 overs (inside 4/5ths of the overs) and claims a bonus point. Example 2: In a 40 over match, Team A scores 200 runs; it must dismiss Team B for less than 160 runs (4/5ths of 200) to claim the bonus point.

b. For two-day format, see Condition 6.11.

#### **6.3. ALL 2-DAY MATCHES WHERE THERE IS NO PLAY ON THE FIRST DAY**

If there is no play at all on the first day of a 2-day game due to weather and ground conditions grades shall play under the following conditions:

a. Canterbury Schools 1st XI Grades and Year 9A will play under the same conditions as Premier Grade Men. (See Condition 4.6)

b. Starting times shall be as normal for a 2-day match.

#### **6.4. BOWLING RESTRICTIONS FOR PLAYERS UNDER 19 AND UNDER 17**

- a. In Canterbury Schools 1st XI Competition 2-day games any pace bowler (non-spinner) has a maximum of 6 overs per spell and 16 overs maximum in any one day. At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs have been bowled from the same end, eg a player bowling a six over spell cannot bowl again until six overs have been completed from the same end. (This includes the immediate change of bowling ends.)
- b. In Canterbury Schools 1st XI Competition and 2nd Grade one-day matches, all bowlers can bowl a maximum of ten overs. If desired, all ten overs can be completed in one spell.

#### **6.5. AGE RESTRICTIONS**

Cricketers playing in the Youth grades must be under that particular age as at September 1 each year. For example, to play Under 16 grades during the 2017/2018 season the player must be born on or after 1st September 2001. Special situations may be considered on application to the Metro.

#### **6.6. YOUTH TWENTY20**

- a. Over Limit: 20 overs per team and a maximum of four overs per bowler
- b. Wides and No Balls: Foot-fault no balls and wides are rewarded with one runs plus whatever us scored off the no ball. There are NO free hits. No extra balls are required to be bowled, unless it is the twentieth over of the innings. In the twentieth over, all no balls and wides must be re-bowled until the over is completed.
- c. Start time is 9.00am
- d. Team numbers: 9 players
- e. Each innings shall consist of 20 overs or when 8 wickets have fallen.
- f. A batsman must retire at the end of the over in which he reached 40 runs. However, a batsman may return once the rest of the team has batted.

- g. Bowlers -Once a bowler has taken three wickets, he may complete his over but cannot bowl again.
- h. Fielders – There must be a minimum of 3 fielders on each side of the wicket.
- i. Ball – a Metro-approved ball must be used but it is not necessary to use a new ball.

#### **6.7. YEAR 10 GRADES**

- a. The Year 10 grades start at 1.00pm and should be completed by 6.00pm.
- b. Coaches, managers and/or team captains are responsible for ensuring the match progresses at a reasonable pace with minimal and brief drinks breaks.
- c. In Year 10 Grade, 40-over innings should take no longer than two hours and 30 minutes.
- d. The same rules as Metro afternoon club cricket of 40 overs apply. There is a maximum of 8 overs per bowler and no bowler can bowl more than 6 overs in one spell.

#### **6.8. YEAR 9A GRADE**

- a. 10.30am – 5.00pm
- b. In a two-day match, a limit of 45 overs on the first innings. Each team MUST complete their first 45 overs on the first day of their match (i.e.90 overs), unless play is lost due to unfavourable playing conditions, whereupon the second innings may continue to the second day. There will be a 30-minute interval between the first innings. Should a change of innings take place outside the "official" 30-minute interval, 3 overs will be deducted from the total of 90 overs. For example, Team A is dismissed in 30 overs; Team B completes its 45 overs which leaves 15 overs in Day 1. With the change of innings of 10 minutes (and 3 overs deducted) there will be 12 overs to be bowled. A minimum of 17 overs must be bowled in the last hour of the match on Day 2 starting at 4.00pm.
- c. In the situation where a team has completed its 45 overs in the first innings and is

still behind the follow-on total (this is 100 runs in a two-day match), then that team can be asked to follow-on by the opposition.

d. Pace bowling limits: 6 overs per spell and 14 overs in a day.

e. In a one-day match, the duration of 1st innings: 10.30am-1.15pm; the duration of 2nd innings: 1.45pm-4.30pm

f. Bowling Limits: 9 overs per bowler; 6 overs maximum in a spell for pace bowlers.

g. Balls: Two-piece ball from Metro list of approved balls. Weight: 156 gms (Term 1); 156gms (Term 4)

h. Limitation of overs for pace bowlers (see Condition 6.15.1)

i. Bonus points see Condition 6.2

### 6.9. YEAR 9B GRADE

a. Hours of Play: 1.00-6.00pm

b. Each innings will be 35 overs with a maximum of 5 overs per bowler. Each innings should be completed in 2 hours 15 minutes with 10 minutes for the change of innings.

The duration of 1st innings: 1.00pm-3.15pm; the duration of 2nd innings: 3.25pm-5.40pm.

c. In order to speed up play, 5 overs should be bowled consecutively from each end.

d. Balls: Two-piece balls as determined in 6.17).

e. Wides: Wides are subject to the judgment of the umpire. In 1-day cricket if the ball passes sufficiently wide of the off stump to make it impossible for the striker to play a normal cricket shot from his normal guard, a wide shall be called. If the ball pitches outside leg stump and moves further away on the leg side a wide shall be called. The maximum number of balls in an over in this grade is 8.

f. No balls: A free hit follows a foot fault no ball.

g. Batting:

i. A team will be divided into 3 batting pods. Pod A: 1-4, Pod B: 5-8, Pod C: 9-11/12

ii. Each game the pods rotate

Eg. Game 1 - the order will be A, B, C  
Game 2 - the order will be B, C, A  
Game 3 - the order will be C, A, B

iii. Flexibility of the batting order within the pod is permitted.

Eg. Pod A - A boy's batting number in the order could be 3, 11 and 6  
Pod B - 7, 1 and 10

iv. Replacements will bat in the pod of the person they are replacing.

Eg. If a boy is in Pod B in week 1 and does not play in week 2 then the replacement player will bat in Pod B for week 2

v. Teams are advised to distribute their 'stronger' batsmen evenly throughout the pods. Eg the top 3 batsmen to bat in each of the 3 pods and not in the same pod.

### 6.10. YEAR 9C GRADE

a. Hours of Play: 1.00pm-5.00pm

b. Team numbers: 8 aside

c. Over Limits: 20 overs per side

d. 4 overs per bowler

e. 6 ball over maximum

f. No balls and wides are rewarded with 2 runs. No extra balls are bowled, unless it is in the 20th over of the innings. In the 20th over, all no balls and wides are bowled until the over is completed. A free hit follows a foot fault no ball.

### 6.11. UMPIRES

All umpiring in all grades must be done by the players who are participating in the match, unless officially appointed umpires are provided, or Metro advise differently.

### 6.12. POINTS

2-day matches -Canterbury Schools 1st XI and Year 9A

How Points Are Allocated	Points Awarded
Outright Win	10
1st Innings Points	2

Match Tie (2-innings of both teams completed)	5 (+1st innings points)
Match Tie (1st-innings of both teams completed)	1
Bonus Batting Points	0.01 for each run scored during the complete match. The batting bonus points for the first innings are forfeited if the batting side bats for more than 60 overs in that innings.
Bonus Bowling Points	0.20 for each wicket taken during the complete match
Additional bonus points for winning outright by an innings or 10 wickets	3
Additional bonus points for winning outright by 7 wickets or by more than 100 runs	2
In any grade where there is a bye, the team with the bye will be allocated	The maximum points scored in that round
In a match where a team wins a 2-day match by default, the winning team will be awarded a minimum of 12 points, plus the maximum bonus points scored by any other team in the grade. However, the maximum points awarded will be no more than the team scoring the most points in the round.	

1-day Matches - Canterbury Schools 1st XI, 2nd Grade and Year 9A

How Points Are Allocated	Points Awarded
Win	5
Loss	0
Tie or no result	3

Afternoon Section B and C grades Twenty/20

How Points Are Allocated	Points Awarded
Win	5
Loss	0
Tie or no result	3

### 6.13. FOLLOW-ON

In 2-day matches, a team batting second may be asked to follow on if it is dismissed 100 runs or more behind the opposition's total on the first innings.

### 6.14. FIELDING RESTRICTIONS

In Canterbury Schools 1st XI Grade there will be Field Restrictions (See Condition 4.10.9). It is accepted that the circle does not have to be drawn on the field but all attributes of the rule will apply.

### 6.15. USE OF HELMETS IN THE FIELD

- It is compulsory for wicket-keepers in all Youth Grade cricket to wear a helmet when "standing up" to spin and medium pace bowling.
- Any fielder fielding inside an imaginary ten metre circle of the batsman on strike, other than in the normal slip-gully area, must wear a protective helmet.
- A protective helmet, when not in use by a fielder, shall be placed behind the wicket-keeper and in line with both sets of stumps. If the ball strikes the helmet, it becomes dead and 5 points shall be awarded to the batting side. This is in addition to the penalty for a no ball or a wide or any runs completed by the batsman prior to the ball striking the helmet (Law 28.3).

### 6.16. BALLS

- Two-day competitions: a four-piece ball must be used in 1st XI Championship (Kookaburra Regulation), Cup (Kookaburra Club Match), Bowl (Kookaburra Senator) and a two-piece ball in the Year 9a Grade (Kookaburra Red King, Practice, Crown).

- b. One-day competitions: in 1st XI Championship, a four-piece, white Kookaburra Club Match 156gm will be used. In 1st XI Cup, Bowl and 2nd Grades, a red Kookaburra Senator 156gm will be used. In all other Youth Grades, a two-piece red Kookaburra ball shall be used from the approved list (see Condition 2.9).
- c. All Youth Grades will use 156gm balls.

## **6.17. LIMITATION OF OVERS FOR PACE BOWLERS**

### ***(DOES NOT APPLY TO SPIN BOWLERS)***

- a. All pace bowlers (defined as bowlers where the wicket keeper would normally stand back) are subject to a limitation of overs allowed to be bowled per day. This rule is made in the interests of player safety and follows extensive research findings in both New Zealand and Australia. Coaches are asked to apply the rule strictly and not try to avoid it by bringing up the wicket keeper artificially. Player safety must be placed as the highest priority.
- b. In Year 9A 2-day games, there will be a maximum of 6 overs per spell and 14 overs in any one day. At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs as the length of that spell are bowled from the same end.
- c. Following the completion of the spell, the normal break will apply-the break in the spell is disregarded. A bowler's spell will be deemed to have been completed at the end of day one and a new spell may be commenced from the start of play on day two. In the instance where a bowler's spell is interrupted by lunch, tea, drinks or a break between innings where the follow on is to be enforced, the spell will be deemed to be continued and the normal break between spells will apply. The above applies to 2-day cricket only; there are no restrictions in 1-day cricket.