



CRICKET WELLINGTON

JUNIOR CLUB CRICKET HANDBOOK

2016/17 SEASON





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Junior Cricket Philosophy

Fun & Enjoyment! Participation & Friendship

Junior cricket is about boys' and girls' having the opportunity to play, participate and experience cricket in a fun, safe and inclusive environment. Cricket offers children the chance to have fun, enjoy time with their friends and improve their athletic skills.

Skill Development & Competition

All children develop quicker if their time on task is more focused. The focus is on development of skills and positive attitudes towards the game. Coaches influence the outcome of each child's development, their importance cannot be understated. Children become competitive as they practice and develop skills. This environment encourages growth and will enhance a child's ability to excel.

Cricket Wellington Expectation of Clubs

- Clubs give every child opportunities to play the game.
- Clubs create an environment where children are safe, able to enjoy their experience and have fun with their friends.
- Club coaches have a good cricket knowledge and understanding for the level they are coaching and how the game is played.
- That coaches will understand the expectations of Cricket Wellington and the club.
- Clubs must advise all coaches of Cricket Wellington's Coach Education opportunities and encourage coaches to participate and upskill.

Club Responsibilities

- Create an environment where children are safe, will be able to enjoy themselves and have fun with their friends.
- An environment that is enjoyable, inclusive and maximises each individual's participation.
- Ensure that children are provided a broad range of cricket experiences (team positions) as variety sustains interest and fosters skill development.
- Provide quality equipment, facilities, coaching and opportunities.
- Determines its own culture, having the opportunity to be flexible and supportive to people from a diverse range of backgrounds.

Junior Coaches

- Remember that children are involved in junior cricket for the fun and enjoyment of playing the game
- Ensure that children feel valued and safe, creating an environment where they can develop with confidence.
- Focus on participation and skill development of all team members. Development and participation are the focus rather than the result.

Children are less likely to enjoy sport if they don't get enough playing time

- Provide all children equal opportunities to contribute to leadership and decision-making roles within the team & competitions in which they participate.
- Praise children for the good things they do and improvements made, rather than criticise them for making mistakes or losing.
- Be courteous in communication with players, parents, other coaches and administrators.
- Abide and respect officials decisions and teach children to do the same.
- Encourage children to participate according to the rules, play hard and play fair, but safely within the spirit of the game.
- Encourage the feeling of belonging to a team and celebrate both individual and team success in an appropriate manner.
- Set a good example and show good sportsmanship for children to copy.
- Acknowledge good performances by players in both teams.

Parents

- Encourage interested children to participate in cricket skills, without forcing them to play.
- Ensure that all children are having fun and enjoy participating in junior cricket.
- Remember children are involved in junior cricket to enjoy the game and time with friends, not that of adults.
- Encourage children to play hard and play fair.
- Focus on the effort and skill development of children rather than on outcomes.
- Praise children for the good things that they do rather than criticise them for making mistakes.
- Lead by example; displaying good sportsmanship, acknowledging good performances in both teams.
- Encourage children to display sportsmanship, accept differences and acknowledge good performance by themselves, their team mates and opponents.
- Be courteous in communication with players, coaches and administrators. Parents will expect children to cooperate with and show respect for their officials, coaches, team mates, opponents, and parents.
- Encourage children to show respect for coaches, officials and their decisions
- Recognise the importance of volunteer coaches and administrators. Show appreciation for the time and effort they give to junior cricket. Without them children could not participate or improve.
- Make sure children are participating at a level appropriate with their age, physical & mental ability and interest.
- Help children to enjoy the satisfaction of achievement within a team, success and belonging.

**if there is an over emphasis on winning,
or they don't play with their mates**

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GROUNDS DIRECTORY

WELLINGTON

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

PORIRUA

Adventure Park	Discovery Drive, Whitby
Ascot Park	Conclusion St, Ascot Park
Endeavour Park	Albatross Close, Whitby
Elsdon Park	Titahi Bay Road, Porirua

Ngatitōa Domain
Postgate Park
Plimmerton School

Pascoe Avenue, Paremata
Postgate Drive, Whitby
School Road, Plimmerton

HUTT VALLEY

Bryan Heath Park
Delaney Park
HW Shortt Rec
Fraser Park
Harcourt Park
Heretaunga Park
Hutt Rec
Memorial Park
Naenae Park
Petone Rec
Richard Prouse Park
Sladden Park
Te Whiti Park
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
Bracken St, Petone
Seddon Street, Naenae
Udy Street, Petone
Hine Road, Wainuiomata
Bracken Street, Petone
Whites Line East, Lower Hutt
Trafalgar Street, Lower Hutt
Barton Road, Heretaunga
Main Road, Days Bay
Whakatiki Street, Upper Hutt

PLAYING CONDITIONS & RECOMMENDATIONS

1. GRADES Junior club cricket will consist of the following grades.

Superstar Cricket Academy: Children in Year 1 or younger. An introductory programme designed for beginners, incorporating high participation with skill development

Kiwi Year 2: Children in Year 2. Kiwi can also be played on Friday evenings either within a club set up or against other clubs.

Kiwi Year 3: Children in Year 3 at school, playing a formal game of cricket with a soft ball.

Year 4: Children in Year 4 at school, playing a formal game of cricket with a soft ball.

Year 5: Children at Year 5 at school, moving for the first time into hardball cricket and using pads, gloves, protectors etc.

Year 6: Children in Year 6 at school, playing a formal game of cricket with a hard ball.

Year 7: Children in Year 7 at school, playing a formal game of cricket with a hard ball.

Premier: The best players in the club, generally but not exclusively Year 8 children.

Year 8: For players still at primary school/intermediate playing a formal game of cricket with a hard ball.

Girls Superstar Cricket Years 5-8: Girls playing a formal game of cricket with a soft ball.

Girls Youth Grade: Girls under 18 playing a formal game of cricket with a hardball using pads, gloves etc. This grade is designed to fill the gap between senior women's and junior girls cricket. This grade will operate under the senior club banner but will involve liaison with junior clubs.

Clubs should use the above guidelines so even competition is achieved. Year group is the main criteria, but clubs should be conscious of late starters and above-average players. If a club feels a player is not ready for a certain grade then that player can be entered in a team a year below the grade recommended. Also clubs, most probably smaller clubs, can play older children in younger grades if a team of suitably aged children cannot be achieved. This allowance is applicable on the proviso that these older children do not dominate games.

There should be no streaming of junior club teams. All teams fielded by a club should contain players of mixed abilities.

4. HELMETS

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

5. 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 Nick Hogan at Cricket Wellington within 48 hours of the incident taking place.

6. 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.

7. CONSIDERATION FOR SENIOR CRICKETERS

So that there are no disputes with senior club cricketers

- i. Junior matches on grounds which Premier and Premier Reserve are scheduled to commence at 11.00am have until 10.40am to complete their match.
- ii. Junior matches on grounds which first grade 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.

8. 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 5-8 Hardball: 142gm Kookaburra Crown or Menace, Gray Nicholls Shield Red.

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.
- 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**

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**

BATTING PODS

Junior Cricket teams are to use batting pods for Saturday Y4-8 grades (excluding Premier). The purpose of batting pods is to ensure that over the course of the season all players are given equal opportunities to bat.

Using pods also places emphasis on developing well rounded cricketers, as it will expose players to more game scenarios throughout a season.

Batting pods work as follows;

- Each team is to select two pods of four players. They are called 'Pod A' and 'Pod B.'
- On week 1 of the season Pod A will occupy positions 1-4 in the batting order. Pod B will occupy positions 5-8.
- On week 2, Pod B will occupy positions 1-4 and Pod A will occupy 5-8.
- The pods keep alternating these positions throughout the season.
- If you have 9 players in a team, Pod A shall consist of 5 players. If you have 10 players, both pods will have 5 players.

It is recommended that each pod is selected evenly. Make sure you have competent batters spread across both pods.

PREMIER GRADE AND YEAR 7 SUNDAY CLUB REPRESENTATIVE GRADE PLAYING

1. Saturday games begin at 8.30am. Sunday games begin at 11am.
2. Games are 40 overs each side. Games should be completed by 1:40pm on Saturdays.
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 11.00am at the latest on Saturdays. 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 laws of cricket, if the bowler infringes the front or back foot rules when delivering the ball.
17. There are LBW's.
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 no greater than 45 metres maximum.
20. Batters and wicketkeepers must wear two pads, protectors and gloves. Batters must wear a helmet. Wicketkeepers must wear a helmet.
21. There are stumpings in this grade.
22. There is a hypothetical 30 metre circle this year. No more than 5 players may be outside this for the duration of the innings. If the umpire notices more than 5 players outside the circle prior to the delivery being bowled they will halt the game and get the fielding captain to change the field. If the ball has already been delivered prior to them becoming aware of it then they will issue teams one warning before calling no-ball for the subsequent transgressions.
23. The fielding team must have two stationary catches positioned no further than 15 metres from the facing batsmen for the first 8 overs of an innings. The 10 metre rule (playing condition 18 as per the Junior Handbook) still applies.

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 laws 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. Batters get one warning before being given out LBW. Coaches should discuss before the game.
17. A batter cannot be dismissed for a duck until after they have faced 1 legal delivery. First ball dismissals will count as -5 to the batting team. Batters who receive relief under this rule will be deemed retired out upon completion of the over that they score 20 runs (unless dismissed prior).
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 no greater than 40 metres maximum.
20. Batters and wicketkeepers must wear two pads, protectors and gloves. Batters must wear a helmet. Wicketkeepers must wear a helmet.
21. There are stumpings in this grade.
22. **Batting pods of 4 are to be used. For an explanation of how batting pods work see page 12.**

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 are to be 8 per side. A team is considered to be dismissed upon the fall of the 7th wicket.
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 laws 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. Batters get one warning before being given out LBW. Coaches should discuss before the game.
17. A batter cannot be dismissed for a duck until after they have faced 1 legal delivery. First ball dismissals will count as -5 to the batting team. Batters who receive relief under this rule will be deemed retired out upon completion of the over that they score 20 runs. (unless dismissed prior).
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 no greater than 40 metres maximum.
20. Batters and wicketkeepers must wear two pads, protectors and gloves. Batters must wear a helmet. Wicketkeepers must wear a helmet.
21. There are stumpings in this grade.
- 22. Batting pods of 4 are to be used. For an explanation of how batting pods work see page 12.**

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. **Matches are to be played on 18 metre pitches.**
5. **Teams are to consist of 8 players. A team is considered dismissed upon the fall of the 7th wicket.**
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 5 overs each and all bowlers must bowl at least 3 overs each. No player may bowl a 4th over until all others have bowled 3.
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. Batters get one warning before being given out LBW. Coaches should discuss before the game.
17. A batter cannot be dismissed for a duck until after they have faced 1 legal delivery. First ball dismissals will count as -5 to the batting team. Batters who receive relief under this rule will be deemed retired out upon completion of the over that they score 20 runs (unless dismissed prior).
18. No fielders except the wicketkeeper and the off side slips are permitted within 10 metres of the facing batter.
19. Batters and wicketkeepers must wear two pads, protectors and gloves. Batters must wear a helmet. Wicketkeepers must wear a helmet.
20. There are stumpings in this grade.
21. Boundaries are to be no greater than 35 metres maximum.
22. **Batting pods of 4 are to be used. For an explanation of how batting pods work see page 12.**

YEAR 5 HARDBALL GRADE PLAYING CONDITIONS

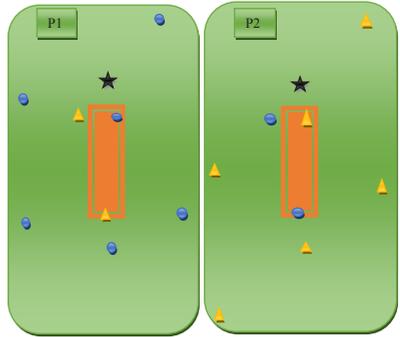
1. Games begin at 8.30 am.
2. Games are 24 overs each side. In each innings, the first 12 overs shall be bowled from the same end. At the completion of the 12th over, the bowling team then changes which end they are bowling for the remainder of the overs in the innings. This is to speed the game up. Fielders should rotate one position each over so they are not in the same position for 12 overs.
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 4 overs each and all players must bowl at least 2. No player may bowl a 3rd over until all others have bowled 2.
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. A batter must face 2 legal deliveries before they can be dismissed for a duck. Dismissed 1st and/or 2nd ball will count as -5 to the batting team. Batters who receive relief under this rule will be deemed retired out upon completion of the over that they score 15 runs (unless dismissed prior).
19. Boundaries are to be no greater than 35 metres maximum.
20. Wicketkeepers and wicketkeepers must wear two pads, protectors and gloves. Batters must wear a helmet. Wicketkeepers must wear a helmet.
21. There are stumpings in this grade.
22. **Batting pods of 4 are to be used. For an explanation of how batting pods work see page 12.**

YEAR 4 GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 20 overs each side. All 20 overs in each innings are to be bowled from the same end, unless mutually agreed by both coaches. This is to speed the game up. Fielders should rotate one position each over so that they are not fielding in the same place for 20 overs.
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. Matches are to be played on 16 metres pitches.
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.
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 one 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. 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. Run outs will not count as dismissals. Each run-out effected will count as -5 to the batting team.
18. There are no LBW's.
19. A batter must face 2 legal deliveries before they can be dismissed for a duck. Dismissed 1st and/or 2nd ball will count as -5 to the batting team. Batters who receive relief under this rule will be deemed retired out upon completion of the over that they score 15 runs. (unless dismissed prior)
20. Boundaries are to be no greater than 30 metres maximum.
- 22. Batting pods of 4 are to be used. For an explanation of how batting pods work see page 12.**

YEAR 2/3 KIWI DUAL PITCH CRICKET

Team 1 batsmen	P1	
Team 1 fielders	P2	
Team 2 batsmen	P2	
Team 2 fielding	P1	
Umpire/Coach		



The rules are the same as Kiwi Cricket.

The difference is that both teams bat and bowl at the same time.

The benefits of this are that the game will be over in half the time. All kids are involved with no down time.

Less fielders, and the introduction of boundaries means more opportunities to score.

There is more action in less time so that everyone has a more positive experience.

The boundaries are to be measured from the batsmen's stumps.

Overs are to be bowled from the same end.

The Umpire must police the fielding distance rule as it is designed for the child's safety and will help encourage running between the wickets.

All extras (Wides, No Balls, Leg Byes and Byes) are to be added to the facing batsmen's total. If the ball crosses the boundary without being struck by the bat then only the runs completed by the batsman plus the extra (if applicable) will be added to their total.

No Balls

When a no ball is hit for runs, both the runs scored off the bat and the extra will go to the batsman. For example, if a no ball is hit for 2 then the batsman will be awarded 2 + 1 extra so their total will increase by 3 runs.

If the ball passes over the boundary from an over throw, this will not constitute a boundary. Only the runs that the batsmen complete will be added to the batsman's score.

In Year 2, tippy runs will apply. If the batsman hits the ball they have to run.

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. Matches are to be played on 14 metre pitches.
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. After 2 wides in an over have been bowled, all subsequent wides will result in a free swing. The ball is placed on a tee and the batter is given a free swing at the ball. The batter can still be dismissed in the usual methods. 1 run will be awarded to the batter for each of the 1st two wides. But subsequent wides will not incur a penalty.
10. 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.
11. 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.
12. 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.
13. 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.
14. No fielder with the exception of the wicketkeeper, to be within 16 metres of the batter at the time of delivery.
15. There are no LBW's.
16. There are no stumpings.
17. Hit wicket does not apply.
18. Fielders, including the temporary wicketkeeper, rotate clockwise after each over.
19. The batting team loses two runs for each dismissal.
20. Boundaries are to be no greater than 25 metres maximum.
21. The winning team is that which has the highest total of runs, after deductions for dismissals have been taken into account.
22. 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. Matches are to be played on 12 metre pitches. 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. After 2 wides in an over have been bowled, all subsequent wides will result in a free swing. The ball is placed on a tee and the batter is given a free swing at the ball. The batter can still be dismissed in the usual methods. 1 run will be awarded to the batter for each of the first two wides. But subsequent wides will not incur a penalty.
10. 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.
11. 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.
12. 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.
13. 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.
14. No fielder with the exception of the wicketkeeper, to be within 16 metres of the batter at the time of delivery.
15. There are no LBW's.
16. There are no stumpings.
17. Hit wicket does not apply.
18. Fielders, including the temporary wicketkeeper, rotate clockwise after each over.
19. The batting team loses two runs for each dismissal.
20. Boundaries are to be no greater than 20 metres maximum.
21. The winning team is that which has the most total runs, after deductions for dismissals have been taken into account.
22. 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.
23. If the batsman hits the ball they must run. i.e. tippy runs!

SUPERSTAR CRICKET ACADEMY- 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 Superstar Cricket Academy 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 Superstar Cricket Academy 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.



GIRLS SUPERSTAR CRICKET YEAR 5-8

1. Games begin at 1pm on Sundays.
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.
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 five 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 one run to the batting side. If the batting team scores additional runs off wides and no balls, those runs are to be added to the score as well. For instance, if a batter was to hit a six off a no ball, this would result in 7 runs to the batting team (6 to the batter and 1 no ball 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 with the exception of the wicketkeeper, to be within 16 metres of the batter at the time of delivery.
16. There are no LBW's.
17. There are no stumpings.
18. Fielders, including the temporary wicketkeeper, rotate clockwise after each over.
19. The batting team loses two runs for each dismissal.
20. Boundaries are to be a maximum of 30 metres.
21. The winning team is that which has the most total runs, after deductions for dismissals have been taken into account.

JUNIOR GRADES & RULES SUMMARY 2016/17 SEASON

	Year 2	Year 3	Year 4	Year 5
General				
Overs	16	16	20	24
Ball	Junior; Incrediball, Gray Nicholls Wonderball, Kookaburra Supersoft	Junior; Incrediball, Gray Nicholls Wonderball, Kookaburra Supersoft	Junior; Incrediball, Gray Nicholls Wonderball, Kookaburra Supersoft	142gm
Pitch length	12m	14m	16m	18m
Team size	8	8	8	8
Innings break	-	-	10 minutes	10 minutes
Boundary size	20m	25m	30m	35m
Batting				
How long	4 overs/pair	4 overs/pair	Not out first 2 balls	Not out first 2 balls
Pods	No	No	Yes	Yes
Retiring score	-	-	20	25
LBWs	No	No	No	No
Bowling				
Max overs per bowler	2	2	3	4
Max balls per over	6	6	6	6
Wides/No Balls value	1 run	1 run	1 run	1 run
Front foot/Back foot no balls	No	No	No	Yes
Max overs per spell	1	1	2*	2**
Two bounce no ball rule	No	No	No	Yes
Fielding				
Distance from bat	16m	16m	10m	10m
Stumpings	No	No	No	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 2016/17 SEASON

Year 6	Year 7	Year 8	Girls Superstar Cricket Year 5-8	Year 7 Club Rep (Sundays)	Premier
30	30	30	20	40	40
142gm	142gm	142gm	Junior; Incrediball, Gray Nicholls Wonderball Kookaburra Supersoft	142gm Kookaburra Red King or Crown	142gm Kookaburra Red King or Crown
18m	20.12m	20.12m	16m	20.12m	20.12m
8	8	11	8	11	11
10 minutes	10 minutes	10 minutes	5 minutes	10 minutes	10 minutes
35m	40m	40m	30m	45m	45m
Not Out first ball	Not Out first ball	Not Out first ball	4 overs/pair	Out when out	Out when out
Yes	Yes	Yes	No	No	No
30	30	30	-	50	50
Yes	Yes	Yes	No	Yes	Yes
5	5	5	2	8	8
6	7	7	6	8	8
1 run	1 run	1 run	1 run	1 run	1 run
Yes	Yes	Yes	No	Yes	Yes
3***	5	5	1	5 for pace bowlers	5 for pace bowlers
Yes	Yes	Yes	No	Yes	Yes
10m	10m	10m	16m	10m	10m
Yes	Yes	Yes	No	Yes	Yes

*** All players must bowl at least three overs each in the 30 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.

Dispensing with the bails (Law 8 and 28)

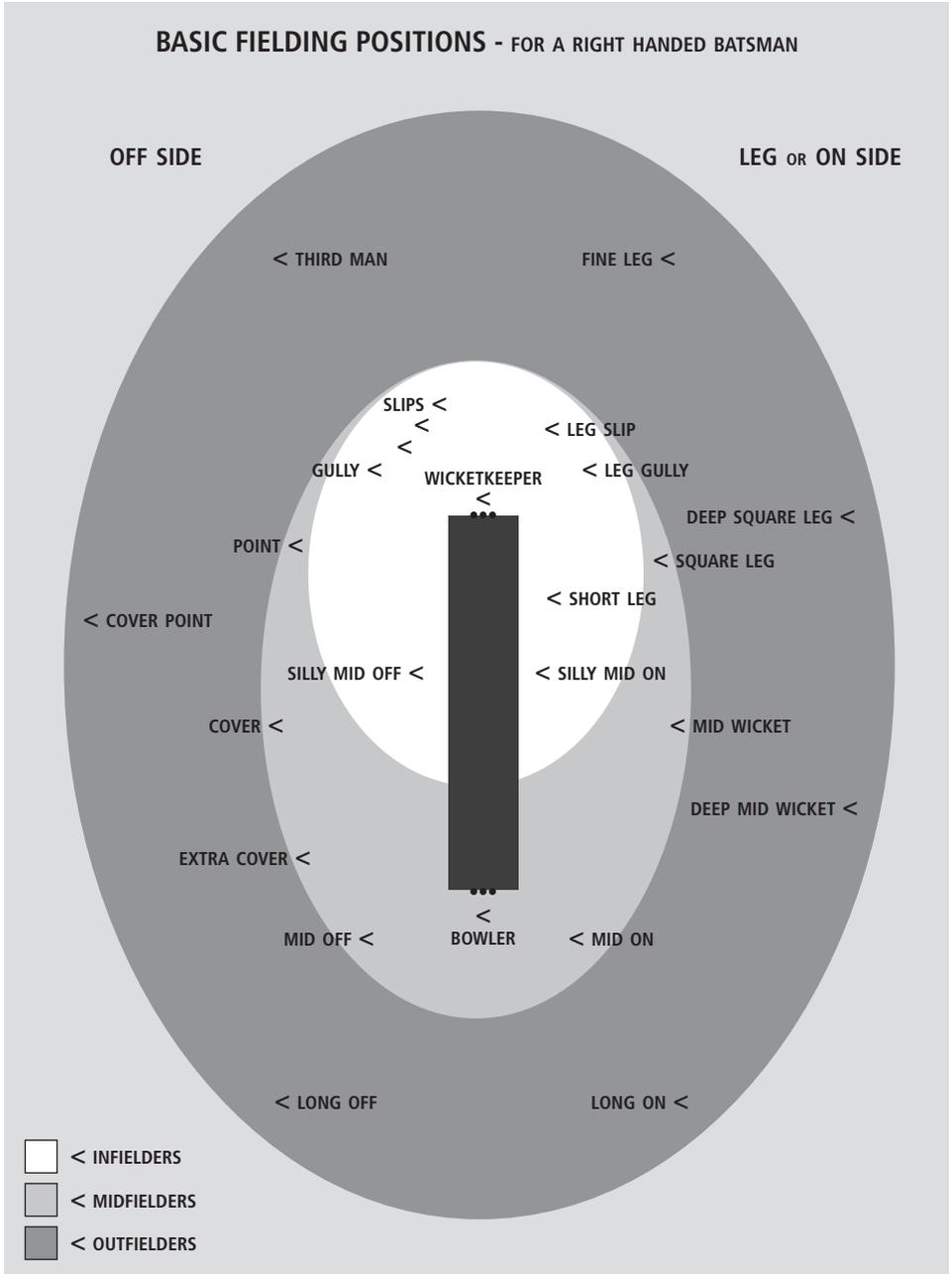
If the day is windy umpires may dispense with the bails but it must be done at both ends. The umpire needs to determine that the stumps have been broken in order to make a decision. It is not necessary to remove a stump with the hands holding the ball.

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 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

BASIC FIELDING POSITIONS - FOR A RIGHT HANDED BATSMAN



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 35**
- 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.

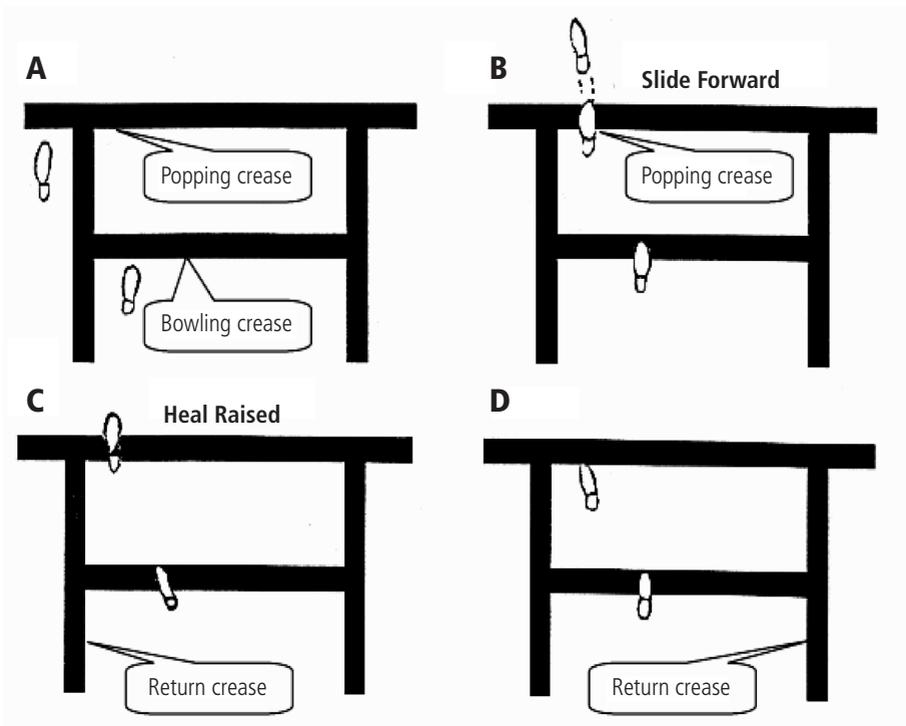
It is acceptable for part of the front foot to be raised over the crease without touching it even if it is outside the line of Return crease.

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

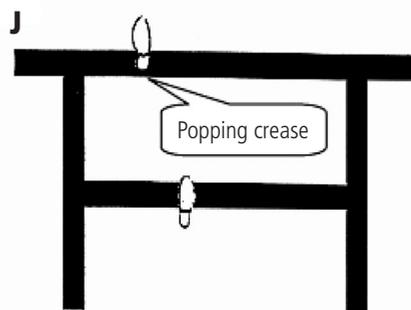
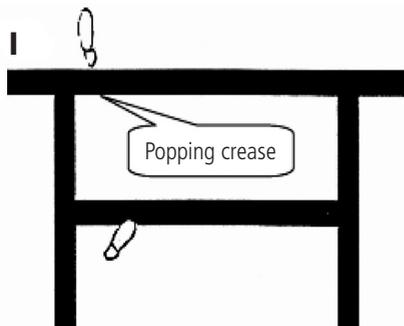
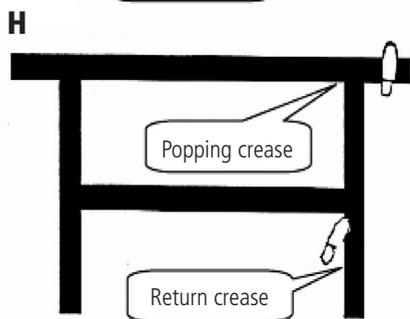
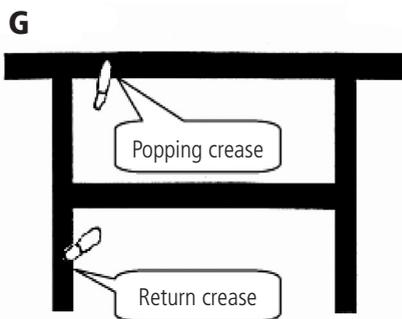
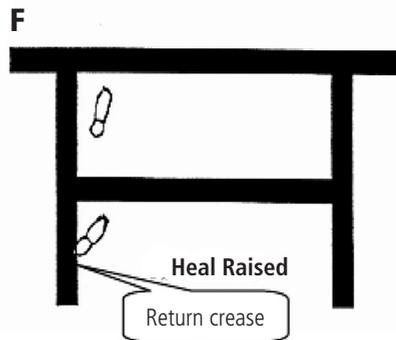
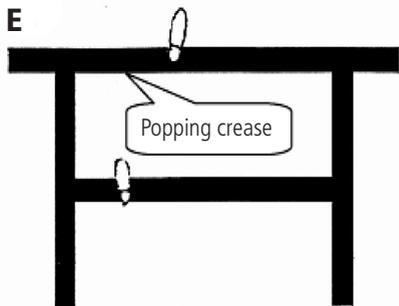
Part of the back foot may be over the Return crease, but that part must be raised so it is **not actually touching the line**.

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
A	Fair delivery	Inside Return creases	Behind Popping crease
B	Fair delivery	Inside Return creases	Landed behind Popping crease
C	Fair delivery	Inside Return creases	Raised foot behind Popping crease
D	Fair delivery	Inside Return creases	Behind Popping crease



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

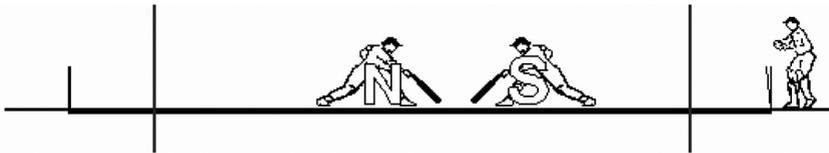
This batsman has one foot on his popping crease marking
- he is **in his ground** - NOT OUT



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*?

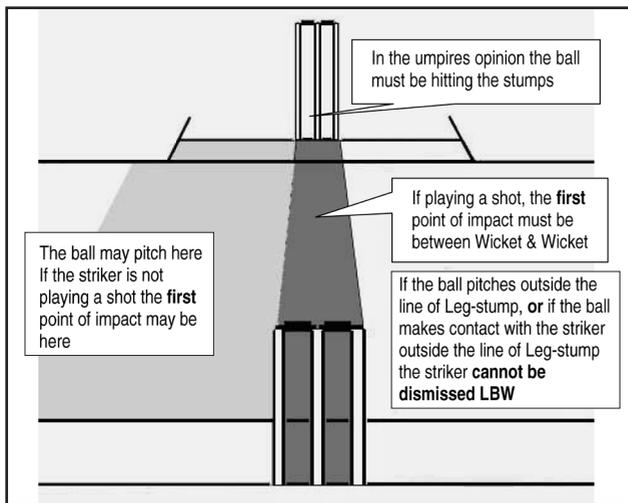
If the answer to this question is **yes** then the batsman should be deemed **not out**.

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

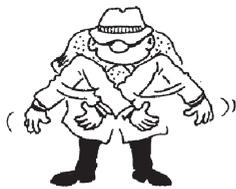
1, 2, 3, & 5 above apply.

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.

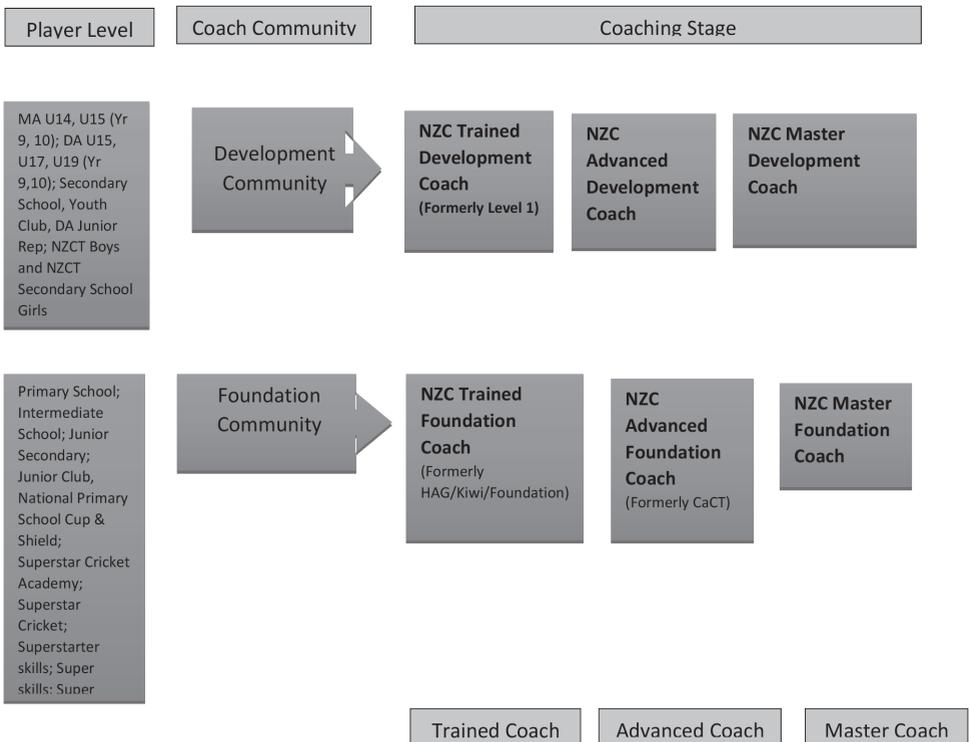
Action	Symbol
Bye	△ If additional runs are scored, put runs inside the △
Leg Bye	▽ If additional runs are scored, put runs inside the ▽
No Ball	○ Then put a dot or additional runs inside the ○
Wide	× If additional runs are scored, put runs in one of the spaces of the ×
Wicket	W
When batsman is dismissed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

Coach Development

New Zealand Cricket have overhauled and made a number of positive changes to the coach development process run throughout New Zealand. These changes will see a greater focus on on-line learning which will mean learner coaches will not need to commit as much time to attending courses. The online modules will focus on the soft skills associated with coaching such as behaviour management, planning and game day organisation.

The new on-line platform will be launched on the 1st October 2016 and learner coaches will be able to access the coach development tools through the NZC website. Links to this will be passed on to Junior Cricket coordinators and the Cricket Development officers in our clubs.

Below is schematic of the new coach development structure.



The NZC coaching process has now been aligned with the Sport NZ coaching framework.

Foundation Course – This course is targeted at coaches both new to the game and with some experience coaching at the levels indicated in the green box. This course is non-examinable and is run on – line and can be done by the coach over the period of about an hour. The course provides coaches with a number of the soft skills required for effectively coaching teams at this level. There is no charge for this course

An outline of the Foundation Course:

- Consists of 6 modules and includes Superstar Cricket Academy Stage 1 and Stage 2 modules. On completion of the last module (Superstar Cricket Academy Stage 2, the coaches will be able to download a certificate)
- This course is free of charge.
- Coaches will be able to register and complete the online modules by going through the NZC Coaching Page

The Advanced Foundation course (Formerly the Coaching a Cricket Team (CACT) course - This course is targeted at coaches of the hardball game. The course has a 6 module online component and is non-examinable. The on – line course focuses on the basic principles of coaching a cricket team and the practical aspect of the course focuses on providing skills and drills that coaches can implement into their practice sessions. The practical section of the course is run over 3 hours at night and can only be completed once the online module has been done.

The cost of this course is \$45.00

Advanced Foundation Course (formerly CaCT):

- Consists of 6 x online modules and 1 x 3 hour practical module.
- The coaches should complete the online modules before attending the practical module.
- The coaches will register for the course through their MA or club as previously done. They will be provided with a login code in order to complete the online modules.
- Coaches will be given the Coaching a Cricket team manual at the practical module.
- Once the practical module is complete the coaches complete a question online whereby they identify 2 or 3 things they will work on.

Centralised Practical courses will be run on the following dates at the following venues:

26th October 6.00pm – 9.00pm Trentham Memorial Indoor centre

2nd November 6.00pm – 9.00pm Westpac Stadium School of Cricket Indoor centre

9th November 6.00pm – 9.00pm Westpac Stadium School of Cricket Indoor centre

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

DEVELOPMENT PROGRAMME 2016/17

Year 6

- A club based tournament will be held from Jan 10-13 inclusive at Ian Galloway Park
- All players who take part in this tournament will be invited to attend off season training opportunities in 2017
- Teams are to be selected by clubs
- Clubs will be responsible for the costs of attending this tournament

Year 7

- Clubs will select Year 7 Representative teams
- Matches will be played on the following Sundays
 - November 27
 - December 11
 - February 12
 - February 19
 - March 12
- In addition to these Sundays a four day tournament will be held from Jan 23-26
- An overall winner of the Year 7 Programme will be determined by the top point scoring team across 9 playing days
- All players who take part in this tournament will be invited to attend off season training opportunities in 2017
- Clubs will be responsible for the costs of participating

Year 8

- At Year 8 a Zone based tournament will be held on Sundays in term 4 on the following dates;
 - November 13
 - November 20
 - November 27
 - December 4
 - December 11
 - December 18 (reserve day)

- The Zones will be made up as follows (the club underlined is responsible for coordinating trials for the selection of the team);

Upper Hutt - Junior Cricket Upper Hutt, Stokes Valley, Naenae, Taita

Lower Hutt - Hutt District, Eastbourne, Wainuiomata, Petone

North City - Porirua, North City

Wgtn South - Eastern Suburbs, Brooklyn, Wgtn Indians

Wgtn West - Wgtn Collegians, Karori

Wgtn North - Onslow, Johnsonville

- It is the responsibility of clubs in each zone to select their team
- Clubs will be responsible for the costs of participating

Year 8 Representative

- At the conclusion of the Year 8 Zone Programme two representative teams will be selected to attend a tournament in Hawkes Bay from January 23-26 inclusive.
- Payment for this tournament will be the responsibility of those involved, not clubs.

FIREBIRDS PROGRAMME 2016/17

MCDONALDS SUPER SMASH

December 16	v Canterbury Kings	Basin Reserve - 4pm
December 22	v Auckland Aces	Basin Reserve - 4pm
December 26	v Central Stags	Basin Reserve - 4pm
January 3	v Otago Volts	Basin Reserve - 2pm

PLUNKET SHIELD

October 29 – November 1	v Northern Districts	Basin Reserve - 10.30am
November 14-17	v Central Stags	Basin Reserve - 10.30am
February 26 – March 1	v Canterbury	Basin Reserve - 10.30am
March 6-9	v Otago Volts	Westpac Stadium - 2pm

FORD TROPHY

January 22	v Auckland Aces	Basin Reserve - 11am
January 25	v Canterbury	Basin Reserve - 11am
February 1	v Central Stags	Basin Reserve - 11am
February 4	v Otago Volts	Basin Reserve - 11am

BLAZE PROGRAMME 2016/17

Women's Twenty20 Competition

November 26	v Canterbury Magicians	Basin Reserve - 3pm
February 3	v Otago Sparks	Karori Park - 3pm

Women's Blaze 50 over Competition

November 27	v Canterbury Magicians	Basin Reserve - 10.30am
November 28	v Canterbury Magicians	Basin Reserve - 10am
February 4	v Otago Sparks	Karori Park - 10.30am
February 5	v Otago Sparks	Basin Reserve - 10am

INTERNATIONAL FIXTURES FOR WELLINGTON

ODI

February 25	Black Caps vs South Africa	Westpac Stadium - 2pm
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TEST

January 12-16	Black Caps vs Bangladesh	Basin Reserve - 11am
March 16-20	Black Caps vs South Africa	Basin Reserve - 11am

NZCT



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