

JUNIOR CRICKET | FRIDAY NIGHT YEARS 1 & 2 | RULES

New Zealand Post Superstar Cricket is designed to be played on an area, which has a reasonably flat grass surface, and is suitable for confined spaces. Please ensure all team coaches, managers and players are familiar with these rules. Rules can be modified to ensure participation of all players. This can only happen with consultation and agreement by both teams. It is the expectation of the Hamilton Cricket Association that these games are designed to promote participation and FAIRPLAY.

Games are to start at 5:30pm and last 45-60 minutes.

1. Length of the pitch shall not exceed 10 metres, NZ recommendation for Year 1 and 2. The length of the pitch may be reduced to suit the players providing the team managers agree. Boundaries must be 30 metres.
2. The ball should be pliable yellow plastic or similar, soft enough to bounce, be safe for children, and not be hit too far.
3. Plastic bats **MUST** be used. Moulded plastic bats come in small, medium and large. The stumps are moulded plastic to fit a base, which may be weighted to increase stability.
4. Two teams of eight players. All players must bat, bowl and keep wicket. Teams may play up to ten players if both coaches agree, fielding only eight at any one time.
5. After each over the fielding team is to rotate in a clockwise direction so all players experience fielding in the different positions.
6. Players are to bat in pairs for an allotted number of overs per pair, irrespective of dismissals, e.g. two overs per pair to give 8 over innings per team. Fours and sixes count as in normal cricket where the ball passes through or over the marked out boundary. No pads required.
7. Players will bowl overarm. An 8 over innings will allow all players to bowl one over each. Bowling from one end only. Any delivery that bounces on the ground off the pitch or off a concrete wicket, which cannot be reached by the batsman or passes above the shoulder, is a wide. The wide counts as one run and each over consists of six balls (no extra balls for wides).
8. No fielder is allowed to stand within ten metres of the batsman except off side slip fielders. Fielders are rotated at the end of each over.
9. The batter may be stumped, bowled, caught or run out. There are no LBW decisions. On being given out batters change ends except for a dismissal on the last ball of an over.
10. Wides, byes and leg byes are counted as runs to the batting pair.
11. If a delivery is unplayable (unreachable), because it is too wide or too high, the second chance ball may be played at (it means the batsman may play the ball from the off side batting tee). NB: This does not mean if the player plays and misses, the batsman is then able to play at the second chance ball.
12. A dead ball cannot be a wide i.e. you cannot score any runs from a dead ball.
13. If teams are fielding more than the number of players stipulated for that grade the games **MUST** still be completed within the number of overs allowed.
14. While we stipulate the age group (year group) for each grade, it is important to note that you can move up a grade if you believe your team is strong enough to move up or you can receive dispensation if you need a player from a different year to make up your team.
15. In the interest of fair play there should not be more than one or two players playing below their age grouping and ideally they should not be more than one age group above the grade that the team has entered into.
16. No alcohol is to be consumed on school grounds.

17. While HCA does not encourage establishing winners as a priority in our Superstar Cricket grade, we have produced a simple formula. The total number of runs scored, less 5 runs per wicket lost. (e.g. You score 100 you lose 10 wickets your score is 50).
18. We suggest in the interest of fair play, below first 11 intermediate, coaches should rotate players weekly so that all boys and girls get an opportunity to bat up the order.