

JUNIOR CRICKET | FRIDAY NIGHT YEARS 3 & 4 | RULES

New Zealand Post Superstar Cricket means all players must bowl at least 1 over and have at least one over wicket keeping. After each over the fielding team is to rotate in a clockwise direction so all players experience fielding in the different positions. These are a 12 over innings each per team. 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 50-65 minutes.

Please ensure all team coaches, managers and players are familiar with these rules.

1. Length of the pitch shall not exceed 12 metres, NZ recommendation for Year 3 and 4. The length of the pitch may be reduced to suit the players providing the team managers agree. Boundaries are 35 metres.
2. Overs shall consist of six balls maximum. Wides and No Balls shall be counted as one run each to the batting team's total, under extras. Bowling must be from one end only throughout the whole innings.
3. The first innings shall be a maximum of 12 overs with a maximum of five minutes to change innings. Each batting pair bat three overs each, irrespective of dismissals. Bowlers must have at least 1 over, and no more than 2.
4. The ball should be pliable yellow plastic or similar, soft enough to bounce, be safe for children, and not be hit too far.
5. 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.
6. A maximum of eight fielders are on the field at any one time. 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.
7. Boundaries of 35 metres should be agreed upon before the game starts and preferably marked by cones or something similar.
8. Venues may not be changed without the consent of the Draw Convenor.
9. The batsman may be stumped, bowled, caught or run out. There are no LBW decisions. On being given out batsman change ends except for a dismissal on the last ball of an over.
10. Complaints must be sent in writing within 72 hours of the conclusion of the game to the Draw Convenor.
11. Underarm bowling is not permitted. During the game the length of the wicket may be reduced for young bowlers who have difficulty in bowling a length (umpires to agree).
12. The result to be agreed upon at the end of the game by the team managers.
13. A dead ball cannot be a wide i.e. you cannot score any runs from a dead ball.
14. If a ball delivered by the bowler deviates off the edge of the pitch or matting or any other obstruction (eg. Burnt hole in the matting, a stone on the pitch) that makes it an unfair delivery, then the umpire will call 'dead ball' and no runs shall be scored.
15. A ball returned from a fielder back to the wickets (either end) that hits the edge of the concrete and is deemed to be unfair because it deviates in an awkward or dangerous angle the umpire shall call 'dead ball' and any runs scored after that call will not count, runs prior to the call will count.
16. If teams have agreed to play more than the number of players stipulated for that grade the games **MUST** still be completed within the number of overs allowed all 12 overs.

17. 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.
18. 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.
19. No alcohol is to be consumed on school grounds.
20. 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).
21. 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.