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# JUNIOR CRICKET CLUB CONTACTS

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# NEW ZEALAND CRICKET AND CRICKET WELLINGTON JUNIOR PHILOSOPHY

Cricket Wellington's Junior Cricket accommodates different ages & different stages with the objective of providing accelerated skill development, making it action packed & fast paced with maximum involvement for the kids

This means shorter pitch lengths, few player numbers, shortened boundaries and appropriately sized bats & balls.

More action, more running, more balls in play, less wides & MORE FUN.

This publication replaces all other formal or informal rules that have previously been in place for Junior Cricket in Wellington.

New Zealand Cricket has mandated these set of rules, though most have been in place in Wellington for a number of years.

## CRICKETWELLINGTON JUNIOR CANCELLATION POLICY

On Friday afternoons we receive information from the various Councils within our region as to which grounds are closed. We then make changes to the draws to accommodate any ground closures. We make every effort to have this done by 6pm.

Ground condition is the single-greatest reason why we have to make last-minute changes.

Early each Saturday morning, our kind volunteers look out their windows and pop in their cars to make a decision on whether or not cricket should be played in their geographic area. Due to Wellington's large geographic area and differing climates, we have a contact in each area who help us make these decisions.

The city is broken up into the following areas:

Wellington South – *Newton and south of the Mt Vic Tunnel*

Wellington West – *Karori and Kelburn, including Ian Galloway, Wilton, and Anderson Parks*

Wellington North – *Khandallah and north through to Churton Park*

North City – *Tawa including Grenada North, Porirua, Whitby, and Paramata*

Upper Hutt – *including Stokes Valley*

Lower Hutt – *Taita through to the Hutt Rec, including Naenae*

Petone/Eastbourne

After information is received a decision on each area is then made. It may be that cricket is cancelled in all areas, or only in one or two.

At this point, as close to 7am as is possible given the wealth of information coming in, we post any changes to draws or divisions on Facebook. We will also post on Twitter with a general notice that there are disruptions. These channels are the most immediate way to communicate with you.

Even if you are not a member of these sites, you can still view our posts and we'd recommend every player and parent bookmark [facebook.com/wellingtoncricket](https://www.facebook.com/wellingtoncricket) for your gameday mornings.

Following this, we move on to updating the website. This is a time-consuming process which means it will not always be updated in time for when you leave for your game. Again, we recommend checking Facebook if you have any concerns.

We aim to have cancellations and changes updated on Facebook by 7am because we appreciate that you will often need to start moving early to collect team mates and travel to matches. If there is no update on Facebook by 7.15am, there are no changes and you should prepare for, and head to, your game as usual.

It is unavoidable that your season will feature some cancellations – Wellington’s weather and the sheer number of games that are played every week force our hand there.

Finally, for junior games, in the event that you turn up to a game and the field is unsuitable for play (ie. it’s under water) or the weather has turned dramatically, please discuss with the opposition and make a decision as to whether to play.

We definitely can’t predict the weather (especially when we’re trying to make the call as early as possible) and sometimes we don’t have all the information on pitches, so we empower you to make the right choice for your kids. We will, however, continue to do our best to ensure you have as much information as possible before you leave for your game each week.

## **COACHING INFORMATION**

### **Parents – Please Remember**

1. These are kids
2. This is a game
3. Parents should cheer for EVERYONE
4. Coaches are Volunteers
5. The umpires are humans
6. This is not the World Cup

### **Coaches Code of Conduct**

- Remember that children & involved in junior cricket for fun & enjoyment.
- Ensure children feel valued & safe creating an environment where they can develop confidence.
- Focus on participation & skill development of all team members rather than the result.
- Provide all children equal opportunities to contribute to leadership & decision-making roles within the team.
- Praise children for the good things they achieve – Celebrate success
- Be courteous in communication with the players, parents, other coaches and administrators.
- Set good examples of sportsmanship

For more information about learning to become a coach visit  
[www.nzc.nz/communitycoaching](http://www.nzc.nz/communitycoaching)

“A GOOD COACH CAN CHANGE A GAME – A GREAT COACH CAN CHANGE A LIFE” – John Wooden

# 2018/19 PLAYING CALENDAR

Junior Cricket Starts:	3 November 2018
Last playing day for Christmas:	15 December 2018
Post-Christmas Start:	26 January 2019
Final Playing Day:	30 March 2019

## REPRESENTATIVE TOURNAMENTS

Year 6 – January 8th to 11th 2019

Year 7 – November 18 & 25, December 2, 9 & 16, Feb 17 & 24, March 10, 17, 24

Year 8 – November 18 & 25, December 2, 9 & 16,

## CRICKET BALL GUIDELINES

Year's 5 – 8 Hardball: 142gram Kookaburra Crown or Menace, Grey Nicholls Shield Red

Year 2 – Year 5 Softball: Junior sized Kookaburra Supasoft ball, Incrediball or Grey Nicholls Wonderball

## TIME

Matches are to start on time and coaches are asked to be mindful of speeding the game up as much as possible where possible. Should a junior match over run the time & there is a senior game to start within 20 minutes Junior sides should ask the senior game for a small extension or complete the match.

## HELMETS

Helmets are mandatory for all Batsman & Wicket-Keepers in Hard-Ball Grades

# YEAR 7 & 8 REPRESENTATIVE CRICKET

## **Pitch Length**

18 metre pitch length

## **Playing Numbers**

9 players per team

## **Overs Per Team**

40 overs maximum per team to be bowled

## **Time**

A match should take 5.5 hours to complete

## **Boundaries**

A maximum boundary of 45 metres (measured from the centre of the pitch)

## **Batting Conditions**

Compulsory retirement for batters after they have faced 30 balls. Retired batters can return after all other batters have batted.

## **Bowling Conditions**

Bowling will take place in 5 over chunks from one end and then swap for the next 5 overs at the other end. Maximum 5 overs per bowler All overs are 6 ball overs with a maximum of 8 balls if extras are required to be bowled Bowlers run-up to be no more than 15m

## **Fielding Conditions**

No fielder is to be within 10 metres of the striking batter or another fielder (excluding slips)

## **Dismissals**

All dismissals apply – No warnings for LBWs

# FORMAT OVERVIEW & SUMMARY 2018/19

	Time	Pitch Size	Overs	Players	Boundaries (Maximum)
<b>Year 2 DUALPITCH</b>	50 minutes	12m	16	8	20m
<b>Year 3 DUALPITCH</b>	50 minutes	14m	16	8	25m
<b>Year 4 &amp; 5</b>	1 hour 30 minutes	14m	16	8	30m
<b>Year 5</b>	2 hour	16m	20	8	35m
<b>Year 6</b>	2 hour	16m	20	8	35m
<b>Year 7</b>	3 hour	18m	30	9	35m
<b>Year 8</b>	3 hour	18m	30	9	40m
<b>Year 7/8 Representative</b>	5 hours 30 minutes	18m	40	9	45m



<b>Dismissals</b>	<b>Dismissal Values</b>	<b>Wides</b>	<b>No-Balls</b>
Bowled Caught Run-Out	-2	Off Pitch On-Side & Offside	Over-Waist on Full
Bowled Caught Run-Out	-2	Off Pitch On-Side & Offside	Over-Waist on Full
Bowled Stumped Caught Run-Out HitWicket	-3	75% away Off-Side 50% away Onside	Over-Waist on Full
All – Excluding LBW	-3	75% away Off-Side 50% away Onside	Over-Waist on Full Over-Shoulder on Bounce Ball bounces twice before popping crease Front Foot (warning first)
All – Excluding LBW	-3	75% away Off-Side 50% away Onside	Over-Waist on Full Over-Shoulder on Bounce Ball bounces twice before popping crease Front Foot (warning first)
All	-4 if dismissed before facing 6 balls	75% away Off-Side 50% away Onside	Over-Waist on Full Over-Shoulder on Bounce Ball bounces twice before popping crease Front Foot (warning first)
All	-5 if dismissed before facing 6 balls	75% away Off-Side 50% away Onside	Over-Waist on Full Over-Shoulder on Bounce Ball bounces twice before popping crease Front Foot (warning first)
All	Out when Out	75% away Off-Side 50% away Onside	Over-Waist on Full Over-Shoulder on Bounce Ball bounces twice before popping crease Front Foot (warning first)

# YEAR 7 & 8 SATURDAY CRICKET

## Pitch Length

18 metre Pitch Length

## Playing Numbers

9 players per team

## Overs Per Team

30 overs maximum per team to be bowled

## Time

A match should take 3 hours to complete

## Boundaries

A maximum boundary of 40 metres (measured from the centre of the pitch)

## Batting Conditions

- Batters must face a minimum of 6 balls (after 6 balls all dismissals apply)
- Compulsory retirement for batters after they have faced 30 balls. Retired batters can return after all other batters have batted.
- All balls, including wides and no balls will be added into the batters ball count
- If a batter gets out the batter changes ends and -4(Y7) & -5(Y8) for the dismissal is applied

*An individual batter cannot go into a negative score i.e. if on 0 and gets dismissed they will stay on 0. If they were then to score a 4 off the next ball their new score would be 4 (no negatives runs from previous dismissal). However, the team score can go into a negative total. Should a batter return after retiring the 6 free balls does not apply.*

## Bowling Conditions

Bowling will take place in 5 over chunks from one end and then swap for the next 5 overs at the other end. Maximum 5 overs per bowler All overs are 6 ball overs with a maximum of 8 balls if extras are required to be bowled Bowlers run-up to be no more than 15m

## Fielding Conditions

No fielder is to be within 10 metres of the striking batter or another fielder (excluding slips)

## Dismissals

All dismissals apply – Batters will receive a warning before being given out LBW

# YEAR 5 & 6 SATURDAY CRICKET (HARDBALL)

**Pitch Length** 16 metre Pitch Length

**Playing Numbers** 8 players per team

**Overs Per Team** 20 overs maximum per team to be bowled

**Time** A match should take 2 hours to complete

**Boundaries** A maximum boundary of 35 metres (measured from the batters end stumps)

## **Batting Conditions**

Each batting pair will bat in 5 over allotments

All balls, including wides and no balls will be added into the batters ball count

If a batter gets out the batter changes ends and -3 for the dismissal is subtracted from their teams total

## **Bowling Conditions**

All bowling is to take place from one end only

All 8 players must bowl a minimum of 2 overs

All players are to have a maximum of 3 overs

All overs are 6 ball overs with a maximum of 8 balls if extras are required to be bowled

Bowlers run-up to be no more than 10m

## **Fielding Conditions**

No fielder is to be within 10 metres of the striking batter or another fielder (excluding slips)

## **Dismissals**

Unlimited dismissals

LBWs do not apply in these grades

Stumpings do apply in these grades

# YEAR 4 & 5 SOFTBALL CRICKET

**Pitch Length** 14 metre Pitch Length

**Playing Numbers** 8 players per team

**Overs Per Team** 16 overs maximum per team to be bowled

**Time** A match should take 2 hours to complete

**Boundaries** A maximum boundary of 30 metres (measured from the batter's end stumps)

## **Batting Conditions**

Each batting pair will bat in 4 over allotments

All balls, including wides and no balls will be added into the batter's ball count

If a batter gets out the batter changes ends and -3 for the dismissal is subtracted from their team's total.

## **Bowling Conditions**

All bowling is to take place from one end only

All 8 players must bowl a minimum of 2 overs

All overs are 6 ball overs. No extra deliveries are to be bowled to make up for extras

Bowlers run-up to be no more than 10m

## **Fielding Conditions**

No fielder is to be within 10 metres of the striking batter or another fielder (excluding slips)

## **Dismissals**

Unlimited dismissals

5 dismissals that apply: Bowled, Stumped, Caught, Run-Out, Hit Wicket

# YEAR 2 & 3 DUAL PITCH CRICKET

## Pitch Length

Year 3 – 14 metre Pitch Length

Year 2 – 12 metre Pitch Length

## Playing Numbers

8 players per team

## Overs Per Team

16 overs maximum per team to be bowled

## Time

A match should take 50 minutes - 1 hour to complete

## Boundaries

Year 3 - A maximum boundary of 25 metres (measured from the batter's end stumps)

Year 2 – A maximum boundary of 20 metres (measured from the batter's end stumps)

## Batting Conditions

Each batting pair will bat in 4 over allotments

All balls, including wides and no balls will be added into the batter's ball count

If a batter gets out the batter changes ends and -2 for the dismissal is subtracted from their team's total.

## Bowling Conditions

All bowling is to take place from one end only

All 8 players must bowl a minimum of 2 overs

All overs are 6 ball overs. No extra deliveries are to be bowled to make up for extras

Bowlers run-up to be no more than 10m

## Fielding Conditions

No fielder is to be within 16 metres of the striking batter or another fielder (excluding slips)

## Dismissals

Unlimited dismissals

3 dismissals that apply: Bowled, Caught, Run Out

**In Dual Pitch Cricket both teams bat and bowl at the same time. This benefits the participants as there no down time for players, less fielders and creates a more positive experience**

# YEAR 5 – 8 GIRLS SUPERSMASH

**Pitch Length** 16 metre Pitch Length

**Playing Numbers** 8 players per team

**Overs Per Team** 16 overs maximum per team to be bowled

**Time** A match should take 2 hours to complete

**Boundaries** A maximum boundary of 25 metres (measured from the batter's end stumps)

## **Batting Conditions**

Each batting pair will bat in 4 over allotments

All balls, including wides and no balls will be added into the batter's ball count

If a batter gets out the batter changes ends and -2 for the dismissal is subtracted from their team's total.

## **Bowling Conditions**

All bowling is to take place from one end only

All 8 players must bowl a minimum of 2 overs

All overs are 6 ball overs. No extra deliveries are to be bowled to make up for extras

Bowlers run-up to be no more than 10m

## **Fielding Conditions**

No fielder is to be within 10 metres of the striking batter or another fielder (excluding slips)

Every Player must wicket keep for 2 overs No Backstop

## **Dismissals**

Unlimited dismissals

3 dismissals that apply: Bowled, Caught, Run-Out

# BATTING PODS

Junior cricket teams are to use batting pods for Saturday and Sunday Y7-Y8 Cricket. 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 place emphasis on developing well rounded cricketers, as it exposes players to more game scenarios throughout a season.

Batting pods work as follows;

- Each team is to select two pods. Pod A will have 5 players, Pod B will have 4 players.
- On week 1 Pod A will occupy positions 1-5 in the batting order. Pod B will occupy positions 6-9.
- On week 2, Pod B will occupy positions 1-4 and Pod A will occupy 5-9
- The Pods keep alternating these positions throughout the season

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

# NO-BALL RULE

While the two-bounce no-ball rule is not applied in Year 2-Year 5 Softball a batter will cannot be dismissed bowled should the ball bounce more than twice.

Should a delivery not reach the batter, he/she will be allowed to have one free hit at the ball

Batsman cannot be dismissed on a front foot no-ball (other than runout) even if a bowler has not received the initial warning.

In Year 7 and 8 cricket a no-ball will be followed by a free-hit for the batter.

***If bowlers are clearly having trouble reaching the other end of the pitch on the first bounce the bowler may be permitted bowl from slightly closer to the batter. This rule is NOT to be used to enable good bowlers to gain an advantage and should be discussed by coaches before commencement of the match***

## BOWLING LOADS – JUNIOR CRICKET SPECIFICATIONS

### Guidelines based on once per week games:

- Primary – Year 5-6/9-11 years old – 3 overs per day, 2 overs per spell
- Intermediate – Year 7-8/11-13 years old – 5 overs per day, 4 overs per spell

### Guidelines based on practice sessions:

- Primary – Year 5-6/9-11 years old – 1 session per week, 4 overs per session
- Intermediate – Year 7-8/11-13 years old – 1/2 sessions per week, 5 overs per session

### Guidelines based on tournaments (3 days or longer in length):

Cricket Wellington would like to stress the importance that the below guidelines need to be progressively introduced to a bowler's workload and not included rapidly prior to a tournament. Coaches should introduce progressive bowling schedules that will allow players to increase their workloads in a controlled manner leading into a tournament.

- Primary – Year 5-6/9-11 years old – 4 overs per day, 2 overs per spell, 20 overs max - for tournaments 3 days or longer (tournament guidelines higher than once per week guidelines due to multiple games played in one day – reserve players will need to be brought to tournaments due to bowling guidelines)
- Intermediate – Year 7-8/11-13 years old – 8 overs per day, 4 overs per spell, 30 overs max - for tournaments 3 days or longer (tournament guidelines higher than once per week guidelines due to multiple games played in one day)

The above outlines the alignment with bowling workloads and player safety but it is also important to identify another key reason for the pace bowling guidelines. With these guidelines in place it will help to align tournaments being played with one of Age & Stage's key principles – maximum involvement. The maximum overs allowed to be bowled per non-spin bowler during a tournament of 3 days or longer in length will result in a wider spread of players within a team needing to bowl throughout the week.

Reliance on two or three key bowlers to bowl the majority of overs during the tournament can no longer be carried out. This will help to improve the overall experience of all players within the team during the tournaments and provide more players than before with the opportunity to learn and perform during a representative tournament.

*Further Guidelines bowling loads and case study material can be found on Cricket Wellingtons Website*

# CHILD PROTECTION/VULNERABLE PEOPLES ACT PAGE

Safeguarding in cricket is based upon the concept of providing an enjoyable cricket environment tailored to the needs and requirements of Children and Vulnerable Adults. Adults interacting with Children and Vulnerable Adults in sport are in a position of trust and influence. They should ensure that everyone is treated with integrity and respect and that the self-esteem of the person is enhanced. Everyone involved in delivering cricket, especially to Children and Vulnerable Adults, has a role to play in creating the best possible environment for them.

Access the NZC Welfare of Children Policy:

<https://www.nzc.nz/community/resources/welfare-of-childrenvulnerable-adults-policy>

Cricket Wellington believes that every person in cricket, in every role and no matter what age, has the right to participate in an environment that is fun, safe and healthy, and to be treated with respect, dignity and fairness.

Bullying denies participants these rights and can result in feelings of disgrace, embarrassment, shame or intimidation. Bullying can also affect an individual's athletic performance, level of enjoyment, work or school life, academic achievement and physical and mental health.

Bullying can occur both on and off the cricket pitch and can involve players, parents, coaches, spectators or umpires.

Cricket Wellington does not accept bullying within the sport and sees it as everyone's responsibility to implement and support anti-bullying within cricket NZC has developed the following Codes of Conduct for parents/caregivers, players and coaches to help make cricket a safe and healthy environment which Cricket Wellington supports.

1. Remember a child participates in cricket for their enjoyment, not yours. Focus on the child's and the team's efforts over winning and losing
2. Maintain high standards of integrity • Encourage children to play within the spirit of cricket • Be a good sport, understand that actions speak louder than words • Be impartial, consistent and objective when it comes to your child's cricket
3. Be a positive role model for your child • Remember children learn the best by example so applaud good performance of both your child, their team and their opponents • Encourage mutual respect of your child's teams mates and opponents • Encourage your child to play within the rules and to respect officials and coaches
4. Always recognise and respect the value and importance of volunteers. • Refrain from any personal abuse towards officials and volunteers • Remember they are people who give up their time to make the game happen for your child • If appropriate offer a helping hand
5. Respect the rights, dignity and worth of every person regardless of their gender, ability, ethnicity or religion Every child deserves the right to have fun and enjoy cricket in an inclusive, safe and supportive environment.

