



Junior Cricket Handbook 2020/21

CRICKET WELLINGTON

New Zealand Cricket and Cricket Wellington Junior Philosophy

Cricket Wellington's Junior Cricket accommodates Different Ages and Different Stages with the objective of providing accelerated skill development, making cricket 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 for the 2020/21 season.

New Zealand Cricket has mandated these set of rules, though most have been in place in Wellington for several years. For further information from New Zealand Cricket regarding Ages and Stages then please follow useful [link](#).

A guide for any FAQ's coaches and parents may have regarding the set up for all age group Cricket along with what NZC want to achieve nationally. Cricket Wellington highly recommends reading this alongside our Junior Handbook as it is a useful insight for any player involved in Junior Cricket.

NZC and Cricket Wellington received positive feedback after the full implementation of Ages & Stages during the 2018/19 season, from a Wellington perspective these were the statistical highlights.

- 82% of children had fun playing cricket this season, while only 2% did not enjoy playing cricket (a nationwide high/low)
- 97% of respondents reported that their child will play against next season (a nationwide high)
- 77% of coaches saw benefits in the coach development process (a nationwide high)

Junior Philosophy

Age and Stage ensures everyone has the opportunity to contribute equally over the course of the season – this is central to Cricket Wellington's junior philosophy. Every aspiring cricketer deserves to the opportunity to develop and grow over the course of the season.

Cricket Wellington 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. 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 www.facebook.com/CricketWellingtonInc for your gameday mornings. 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.

We will continue to do our best to ensure you have as much information as possible before you leave for your game each week. 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 (i.e. it's under water) or the weather has turned dramatically, please discuss with the opposition and make a decision as to whether to play.

Coaching Information

**All coaches and managers must be registered via NZC's online coaching database, Friendly Manager. Coaches and managers must also undergo police vetting and the Vulnerable Persons Module - the safety and wellbeing of our junior participants is Cricket Wellington's number one priority.*

Register to become a cricket coach [here](#)

*"A GOOD COACH CAN CHANGE A GAME – A GREAT COACH CAN CHANGE A LIFE" –
John Wooden*

Cricket Wellington Player and Parent Expectations

Cricket Wellington would like to acknowledge Ihi Aotearoa, Aktive Auckland and #BelievePerform for supplying resources that support the delivery of positive sporting experiences in our community.

PLAYER	PARENTS AND COACHES
Play by the rules and respect all decisions made by the umpires	Be a positive role model – players learn from the examples they see
Be a good sport – be humble in winning and gracious in losing	Focus on development, not the result, avoid pressuring your team about winning or losing
Co-operate with your team, coach, opponents, parents, and officials	Respect the decision of the coach and official's
Do your best to listen and learn from your coach	Encourage everyone to give all facets of the game a go – celebrate their success no matter how small
Thank your opposition, teammates, coach, and officials after every game	Poor side-line behaviour or abuse will not be tolerated under any circumstance
Make sure you play to the best of your ability and remember winning is not everything	Remember your child participates for their enjoyment, not yours

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

Junior Cricket Club Contacts

Club	Name	E-mail	Phone
Brooklyn CC	Craig Ballantyne	ballantyne.nz@gmail.com	027 444 5202
Eastbourne CC	Anthony Delaney	aldelaney74@gmail.com	021 916 879
Eastern Suburbs CC	Brian Gardner	briangardner055@gmail.com	021 925 429
Hutt District CC	Tony McQueen	hdccjunior@gmail.com	027 477 1718
Johnsonville CC	Rick Mudgway	mudgway.family@xtra.co.nz	021 183 0764
Junior Cricket Upper Hutt CC	Malcolm Benge	jcu.info@gmail.com	027 226 6886
Karori CC	Mark Sutherland	markgsutherland@gmail.com	021 280 3111
Naenae CC	Brent Wenlock	brent@wenlocks.com	027 533 0936
North City Juniors	Michelle Maisuria	juniors@northcitycricketclub.co.nz	
Onslow CC	Steph Law	steph.law@xtra.co.nz	021 743 140
Petone CC	TBC	prjuniorcricket@xtra.co.nz	027 441 6551
Porirua CC	Jeremy Burrows	jermeworld@gmail.com	
Stokes Valley CC	Mandi Lancely	svjuniorcricket@gmail.com	021 164 8558
Taita CC	Dave Gillespie	taitacricket@gmail.com	021 264 4404
Victoria University CC	Caitlin Eves	vucccdo@gmail.com	021 1144 998
Wainuiomata CC	Neil Hayes/ Nick Neary	neilhayes42@gmail.com / nick.neary@raywhite.com	021 764 303
Wellington Collegians CC	Brian Steele	brian.steele@shorelinepartners.co.nz	021 764 303

2020/21 Playing Calendar

Junior Cricket Starts:	14 th November 2020
Last playing day for Christmas:	19 th December 2020
Post-Christmas Start:	23 rd January 2021
Final Playing Day:	27 th March 2021

League Tournaments

Year 6	11 th to 13 th January 2021
Year 7	22 nd November 6 th December 24 th January 14 th February 7 th March
Year 8	29 th November 13 th December

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 minimising interruptions and maintaining the appropriate overrate. Should a junior match over run the time & there is a senior game to start within 20 minutes Junior sides must 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, please refer to the NZC [Helmet Policy](#)

Format Overview

Time, Pitch, Players & Boundaries

Grade	Time	Pitch Size	Players	Boundaries (Maximum)
Year 2 (Dual Pitch)	1 hour	12m	8	20m from batter's end
Year 3 (Dual Pitch)	1 hour	14m	8	25m from batter's end
Year 4 (Softball)	1.5 hours	14m	8	30m from batter's end
Year 5 & 6 (Hardball)	2 hours	16m	8	35m from batter's end
Year 6 (Saturday & League)	2 hours	16m	8	35m from batter's end
Year 7 & 8 (Saturday)	3 hours	18m	9	40m from middle of pitch
Year 7 & 8 (League)	5.5 hours	18m	9	45m from middle of pitch
Year 5-8 Girls	2 hours	16m	8	25m from batter's end

Dismissal, Wides & No Balls

Grade	Dismissal	Dismissal Value	Wides	No Balls
Year 2 (Dual Pitch)	Bowled Caught Run Out	-2	Off Pitch – On Side and Off Side	Over waist on full
Year 3 (Dual Pitch)	Bowled Caught Run Out	-2	Off Pitch – On Side and Off Side	Over waist on full
Year 4 (Softball)	Bowled Stumped Caught Run-Out Hit Wicket	-3	75% away off side 50% away on side	Over waist on full
Year 5 & 6 (Hardball)	All – excluding LBW	-3	75% away off side 50% away on side	Over waist on full Over shoulder on bounce Ball bounces twice before popping crease Front foot (warning first)
Year 6 (Saturday & League)	All – excluding LBW	-3	75% away off side 50% away on side	Over waist on full Over shoulder on bounce Ball bounces twice before popping crease Front foot (warning first)
Year 7 & 8 (Saturday & League)	All	Year 7 & 8 Saturday -4 (Y7) &	75% away off side 50% away on side	Over waist on full Over shoulder on bounce

		-5(Y8) Year 7 & 8 Sunday 1 st ball dismissals in League cricket, Out when out		Ball bounces twice before popping crease Front foot
Year 5-8 Girls	Bowled Caught Run-Out	-2	75% away off side 50% away on side	Over waist on full

Year 7 & 8 League Cricket

League cricket is a Sunday competition for those players wanting to play further cricket under different rules. These could be considered an intermediate step between Saturday cricket and the rules played as secondary school

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:

If a batter is out, they are out.

Compulsory retirement for batters after they have faced 60 balls. Retired batters can return after all other batters have batted. All wides and no balls will **not** be added into the batter's ball count. Unlike Saturday Year 7 & Year 8 cricket batter do not have to face a minimum number of balls before dismissed.

Bowling Conditions:

Bowling will take place in 5 over 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 wides and no balls are required to be bowled. This is different from Saturday cricket where no-balls and wides are not rebowled except in the last over.

Bowlers run-up to be no more than 15m from the stumps

Free hits will only apply after the **first** no ball of the over. Any subsequent no balls will not result in a free hit. If a wide or no ball is bowled on the free hit, the free hit rolls over to the next legitimate delivery. If a no-ball is bowled off the eighth ball of the over, the free hit will not roll over to the first ball of the subsequent over & becomes void. The only mode of dismissal of a free hit is run-out.

A no ball is defined as follows: "a ball that without having touched the person or bat of the striker, bounces more than once, or rolls along the ground, before reaching the popping crease" or "Any full-toss which passes above the batter's waist, shall be called a no-ball"

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 before being given out LBW. Coaches are encouraged to speak before match for clarification of LBW law

Year 7 & 8 Saturday Cricket

Pitch Length: 18 metre Pitch Length

Playing Number: 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). If a batter gets out the batter changes ends and **-4** (Y7) & **-5** (Y8) for the dismissal is applied to only the respective team's score

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.

Compulsory retirement for batters after they have faced 30 balls. All balls, including wides and no balls will be added into the batter's ball count. Retired batters can return after all other batters have batted. Should a batter return after retiring the 6 free balls does not apply.

If a batter is dismissed during his/her first 6 balls and then goes on to retire after having faced 30 balls, this batter will not be able to return after all other batters have batted

Passing the oppositions total does not mean the game is over

Bowling Conditions:

Bowling will take place in 5 over from one end and then swap for the next 5 overs at the other end. Maximum 5 overs per bowler. All bowlers must bowl at least three overs throughout the game (including wicketkeepers) and it doesn't need to be consecutively to encourage as many players to be involved throughout the entire game

All overs are 6 balls only, no extras are to be bowled to make up for no balls/wides except in the last over of the innings and this over can be up to 8 balls long if needed

Bowlers run-up to be no more than 15m from the stumps

A no ball is defined as follows: "Any full-toss which passes above the batter's waist, shall be called a no-ball" or "a ball that without having touched the person or bat of the striker, bounces more than once, or rolls along the ground, before reaching the popping crease"

Fielding Conditions:

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

Fielders need to rotate clockwise at the end of each over to encourage players changing positions throughout the match

Dismissals:

All dismissals apply – Batters will receive a warning before being given out LBW. Coaches are encouraged to speak before match for clarification of LBW law

Year 6 League Cricket

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 batter's end stumps)

Batting Conditions:

Each batting pair will bat in 5 over allotments All balls, including wides and no balls will **not** 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 players are to have a maximum of 3 overs

All overs are 6 ball overs with a maximum of 8 balls if wides and no balls are required to be bowled

Bowlers run-up to be no more than 15m from the stumps

Free hits will only apply after the first no ball of the over. Any subsequent no balls will not result in a free hit. If a wide or no ball is bowled on the free hit, the free hits rolls over to the next legitimate delivery. If a no-ball is bowled off the eighth ball of the over, the free hit will not roll over to the first ball of the subsequent over & becomes void. The only mode of dismissal of a free hit is run-out.

A no ball is defined as follows:

"a ball that without having touched the person or bat of the striker, bounces more than once, or rolls along the ground, before reaching the popping crease" or "Any full-toss which passes above the batter's waist, shall be called a no-ball"

Fielding Conditions

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

Dismissals:

Unlimited dismissals (but batter change ends for each dismissal)

LBWs do not apply in these grades, stumpings **do** apply in this grade

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 batter's 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 batter's 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 (including wicket keepers)

All players are to have a maximum of 3 overs

All overs are 6 ball overs, no extra deliveries are to be bowled to make up for wides/no balls except in the last over of the innings and this over can be up to 8 ball long if needed

Bowlers run-up to be no more than 10m from the bowlers ends stumps

A no ball is defined as follows:

"a ball that without having touched the person or bat of the striker, bounces more than once, or rolls along the ground, before reaching the popping crease" or "Any full-toss which passes above the batter's waist, shall be called a no-ball"

Fielding Conditions:

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

Fielders need to rotate clockwise at the end of each over to encourage players changing positions throughout the match

Dismissals:

Unlimited dismissals

LBWs do not apply in these grades

Stumpings do apply in these grades

Year 4 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 max 1.5 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 from the bowlers ends stumps

Fielding Conditions:

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

Fielders need to rotate clockwise at the end of each over to encourage players changing positions throughout the match

Dismissals:

Unlimited dismissals

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

Year 2 & 3 Dual Pitch Cricket

In Dual Pitch Cricket both team's 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

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 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

Tip and Run is compulsory for **Year 2 Only**, batters must run if they hit the ball.

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

If the batter faces two wides in a row then a tee can be set up for batter hit the next delivery. The ball must be hit forward of the strikers stumps.

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 from the bowlers end stumps

Fielding Conditions:

Fielders need to rotate clockwise at the end of each over to encourage players changing positions throughout the match

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

Dismissals:

Unlimited dismissals

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

Premier Girls

Pitch Length:

Playing Numbers: 8 players per team (minimum of 7)

Overs Per Team: 30 overs maximum per team to be bowled

Time: A match should take 4 hours to complete

Boundaries:

Batting Conditions:

Bowling Conditions:

Fielding Conditions:

Equal or More fielders must be inside the circle than outside at all times-count not including bowler/ keeper

Year 5 – 8 Girls

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 from the stumps

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.

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

Batting Pods

Junior cricket teams must use batting pods for all 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

A no ball is defined as *“a ball that without having touched the person or bat of the striker, bounces more than once, or rolls along the ground, before reaching the popping crease”* or *“Any full-toss which passes above the batter’s waist, shall be called a no-ball”*

While the two-bounce no-ball rule is not applied in Year 2 - Year 4 Softball a batter 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 6, 7 and 8 League Sunday 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 used at the discretion of the umpire.

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.

For more information please refer to page 51 of the NZC Game On resource which can be found at the following link https://www.nzc.nz/media/15854/game-on-resource_v12_sept_2019.pdf

Community Resources

Cricket Wellington aspires to create outstanding cricket experiences for the people of Wellington. The Community Delivery Network Programme has been developed to achieve this vision. The CDN Programme is a vibrant, integrated and participant-focused initiative that is aligned with our aim to encourage more people to play and love cricket and to get more players representing our national teams.

The CDN provides startegic support to all of our affiliated clubs through our Cricket Wellington community managers who deliver exceptional participation programmes around the Wellington region. It also leads the four main community sections - Women and Girls, Umpires and Officials, Participation, and Capability.

[Coaching](#)

[Umpires & Scorers](#)

[Women & Girls](#)

[Participation](#)

2020-21 Certificates:

Cricket Wellington is proud to partner with Kapua (previously Wellington Hospitality Group) and ANZ for the 2020-21 season as per below:

1. **Spirit of Cricket Certificates:** Kapua (free \$15 combo when an adults meal is purchased)

2. **MVP Certificates:** ANZ (Augmented reality – take a photo with your BLACKCAPS and WHITE FERNS)



Cricket Wellington Commercial Partners:

Cricket Wellington would like to acknowledge the commitment and support of our [sponsors](#). We cannot do what we do without them.

Child Protection/Vulnerable Peoples Act:

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. Coaches and anyone working with people under the age of 18 must be police vetted.

Access the NZC [Welfare of Children 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.

Covid-19 Update

New Zealand Cricket has approved a set of guidelines for the delivery of cricket within COVID Level Two. These documents can be found [here](#)

These guidelines have been prepared in collaboration with the Infectious Diseases Department at Otago University, along with consultation with Cricket Australia, England Cricket Board and New Zealand Rugby.

Also available on this page are:

- Health and Safety Guides and Policy
- Training Facility Posters
- Important Links
- Recommendations for hand sanitiser