

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.