

# YEAR 7 GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 30 overs each side.
3. A 142g two-piece cricket ball is to be used.
4. A full-length (22 yards or 20.12m) pitch is to be used.
5. Teams are to be 8 per side. A team is considered to be dismissed upon the fall of the 7th wicket.
6. There is a 10-minute break between innings.
7. The team batting last is to continue batting until its 30 overs are completed or until it has been dismissed. Passing of the opposition's total does not signal the end of the game.
8. Players must retire at the end of the over in which they reach 30. The coach has the option of retiring players after they have batted at least six overs. Retired batters can resume their innings, in the order they retired, after all other batters are dismissed or retired.
9. Bowlers are permitted a maximum of five overs each.
10. Overs to be a maximum of seven balls, no matter how many wides and/or no balls they include.
11. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (e.g. byes) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
12. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batsman hits the ball it is not a wide.
13. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
14. A no ball shall be called by the square leg umpire if, after the ball is bowled, it bounces at least twice before reaching the popping crease. (The popping crease is the line 1.22m in front of the stumps). If the delivery does not reach the batter, he/she is allowed to have one free hit at the ball.
15. A no ball shall be called, as per the laws of cricket, if the bowler infringes the front or back foot rules when delivering the ball but only after the bowler has received a warning.
16. There are LBW's. Batters get one warning before being given out LBW. Coaches should discuss before the game.
17. A batter cannot be dismissed for a duck until after they have faced 1 legal delivery. First ball dismissals will count as -5 to the batting team. Batters who receive relief under this rule will be deemed retired out upon completion of the over that they score 20 runs. (unless dismissed prior).
18. No fielders except the wicketkeeper and the off side slips are permitted within 10 metres of the facing batter.
19. Boundaries are to be no greater than 40 metres maximum.
20. Batters and wicketkeepers must wear two pads, protectors and gloves. Batters must wear a helmet. Wicketkeepers must wear a helmet.
21. There are stumpings in this grade.
- 22. Batting pods of 4 are to be used. For an explanation of how batting pods work see page 12.**