



SACA

School Cricket



KENSINGTON PRIMARY SCHOOL ZONE JUNIOR DIVISION CRICKET (YEAR 4/5) RULES AND CONDITIONS OF PLAY

COACHES ARE ENCOURAGED TO DISCUSS THE RULES AND TIME CONSTRAINTS WITH THEIR OPPONENTS BEFORE EACH MATCH TO CLARIFY THESE GUIDELINES.

8-A-SIDE CRICKET:

8-a-side cricket has been introduced to improve the experience of playing cricket for children. We would like to reverse the worrying trend which sees large numbers of children playing cricket at Kanga level but these numbers not progressing through to Senior School Cricket teams.

- With 8-a-side cricket, batters will find it easier to score runs, to run between the wickets and to experience success.
- Players will field the ball more often and have more opportunity to be involved in the game.
- There will be fewer dot balls and the games will have more action.
- It will be easier for small schools to enter a team.
- Players will have more individual teaching time with their coach.
- Children will spend less time waiting for their turn to bat or bowl and there will be less of a time commitment for parents and volunteer coaches.
- *Ultimately the children will have more fun.*

GAME TIMES:

With the new 8-a-side format, Division 1 matches are played as double-headers on Saturday mornings. The first match is scheduled to begin at 8.30am and should be completed by 10.30am at the latest. The second match is scheduled to begin at 10.30am and should be completed by 12.30pm at the latest. Teams starting at 8.30am need to make sure they start promptly and move through their overs quickly.

Division 2 matches are played on Friday afternoons. Matches are scheduled to begin at 4.00pm and should be completed by 6.00pm.

AGE GROUP:

Junior Cricket is open to boys and girls in Years 4 and 5.

PITCH LENGTH:

In Junior Division 2 the pitch **MUST** be shortened by a crease-width at either end. This is **ABSOLUTELY** non-negotiable and is not up to the discretion of the home team. Young cricketers develop a poor bowling action that causes injury in the long-term when forced to bowl on a full-length pitch.

In Junior Division 1 the players can use the full-length pitch, however, because all children are not identical in size, strength, ability and personality the game coordinators should adopt a flexible attitude by adjusting wicket length and type of bowling to enable each player to have success and well as participating in an enjoyable game.

BALL TYPE:

In Junior Division 1 a 142g leather ball is used.

Recommended types: Kookaburra Special Test, Practice or Red King.

In Junior Division 2 a modified ball is used.

Recommended ball types: Platypus Softy Junior, Gray Nicolls Wonderball or County Safety Ball on concrete pitches. Kookaburra Softaball Junior for turf or matting wickets.

Schools do not have to use a new ball for every game.

RULES:

- Each pair bats for 4 overs, irrespective of score or dismissal.
- Each player should bowl 2 overs. No extra balls for wides or no balls but one run is added.
- If a ball bounces more than twice then it is a no ball
- Batters change ends after each dismissal or after three dot balls.
- To save time all bowling can be done from one end.
- No LBW unless blatantly obvious.
- The average for each team is the total number of runs scored divided by the total number of wickets lost. The team with the highest average is the winner. If neither team loses a wicket the team with the highest score is the winner.
- **THERE ARE NO BONUS RUNS.** Previously Junior Cricket has had a 50% bonus if neither of the 2 batters are dismissed. Whilst it is important to teach batters to value their wicket, it is more important for their development and creates a better game if batters are encouraged to look to score, to play their shots, display their natural game and run aggressively between the wickets.
- It is important that players wear protective gear. This is intended as a safety measure but also to help the players develop confidence and become accustomed to wearing this equipment.
- In Division 2 on Friday afternoons the **AWAY** team always bats first and should start their innings as soon as 2 players have arrived.

RULES (continued):

- On concrete or matting pitches, a ball that lands off the pitch is a no ball and is called by the umpire. The batter is free to hit the ball and score as many runs as they can plus the team gets one run for the no ball. The batter cannot be dismissed bowled or caught because it is a no ball, however, they can be run out. *This rule creates the most confusion of any in junior cricket. There is no such thing as a dead-ball wide.*
- Any ball that passes, or would have past, above waist height of the batsman, on the full, in their normal batting stance, shall be called a “No Ball.”

TEAM NUMBERS:

Whilst teams are ideally teams are made up of 8 players, it is understood that some teams may have extra players. It is up to the coach’s discretion how these extra players are involved or rotated in the game. In double-header matches, the batting team is restricted to 16 overs whether they bat 4, 5 or 6 batting pairs.

On occasions it may be necessary to bat some players twice. Coaches are asked to use their sense of fair play when choosing which players will bat twice and to do this on a rotational basis.

SUNDAY MAIL:

The winning team is responsible for phoning through the scores and outstanding performances for both teams at the end of the game. The contact number is 8206 2828 and this needs to be done between 12-2pm on Saturday. Scores shall be read out as follows; Kensington zone, which division (Senior, Junior, Kanga), winning side score details (including 2 best batters and 2 best opposing bowlers) then losing side score details (including 2 best batters and 2 best winning bowlers).

THE ADVERTISER – TUESDAY JUNIOR SPORTS RESULTS:

Please see the attached Score Return for details

HOT WEATHER POLICY (as per Cricket Australia Junior Cricket Policy):

For Saturday morning cricket: If the forecast temperature for Saturday is 38 degrees or over in the Friday edition of *The Advertiser*, all games will be cancelled. For Friday afternoon cricket: If the forecast temperature for Friday is 38 degrees or over in the Thursday edition of *The Advertiser*, all games will be cancelled. If your school wishes to cancel a game at a lower temperature, you will need to contact your opposition.

Fortunately the majority of junior cricket matches are normally played before or after the hottest part of the day. However, player’s health must always be considered in the scheduling of matches. Cricket Australia and the SACA both recommend that schools apply common sense guidelines to climatic conditions.

GUIDELINES FOR FLUID REPLACEMENT:

Drinks breaks should occur every 30 - 60 minutes (every 30 minutes in extreme heat). Water is the most appropriate drink for re hydration. Players should have their own drink bottles. To prevent the likelihood of viruses being spread, cups must not be dipped into containers and must be washed or disposed of after use.

SUN PROTECTION:

Appropriate clothing, i.e. light coloured, loose fitting clothes of natural fibres are the most appropriate clothing in mild and extreme temperatures. It is also highly recommended that players wear a broad brimmed hat; that shaded areas are made available at grounds (sit under trees, umbrellas); that sunscreen with an SPF 30+ is made available; and that players wear long sleeved shirts.

TIPS FOR HOT WEATHER:

To help young players get through hot conditions, coaches may schedule more drinks breaks, have fielders rotate off the ground, retire batters earlier, reduce the number of over in an innings, have drink bottles or water sprays with the umpires at all times and start the game as early as possible.