

Cricket Tasmania Junior League

Grade 3-4

CONDITIONS OF PLAY

NORMAL RULES OF CRICKET APPLY WITH THE FOLLOWING AMENDMENTS

The primary goals of the Cricket Tasmania Junior League are participation, enjoyment and the development of all players. Coaches have a vital role in ensuring player and parent conduct is fitting with these goals.

All players must be in Grade 3 during 2011 (going into Grade 4 in 2012)

General

- ✓ Grade 3-4 matches commence at **5.30pm** on **Monday nights**.
- ✓ A team shall consist of **8** players maximum.
- ✓ All players are to bat and bowl and be rotated around the field.
- ✓ Fielding coaches are responsible for a good over-rate.
- ✓ Association supplied balls (Red/White Supa Softaballs) and scoresheets are to be used.
- ✓ Batters and wicketkeepers are required to use full protective equipment; helmets, protectors, pads etc (thigh pads are optional).
- ✓ Sunscreen and hats should be worn on the field.
- ✓ If conditions are inclement, coaches are to use their discretion to achieve a satisfactory match.

Match

- ✓ Each innings shall be a maximum of 20 six-ball overs.
- ✓ Up to two (2) no balls or wides per over shall be replaced by an underarm provided by the umpire. Please see below for instructions on how to feed this delivery.
- ✓ The break between innings should be no more than 5 minutes.
- ✓ The wicket shall be 16 metres in length (move the stumps up).
- ✓ The maximum length of the boundary shall be approximately 40 metres from the centre of the pitch.

Batting

- ✓ Players to bat in pairs for 5 overs regardless of the number of dismissals.
- ✓ If a batter is dismissed they change ends with the non-striker.

Bowling

- ✓ A bowler's spell will be a maximum of 1 over, with a maximum of 3 overs for the match.
- ✓ Bowler's run up will not exceed 8 metres.
- ✓ All overs are bowled from the one end.
- ✓ If a bowler is struggling to bowl a good length (i.e. one bounce), the umpire may shorten the pitch length safely to aid this bowler. *Reminder: pitch should already be shortened to 16 metres.*

Umpiring and Scoring

- ✓ There is no LBW unless the batter does not play a shot. *A warning is to be given in the first instance.*
- ✓ No Balls: A ball pitching off the synthetic surface on the full is a no ball. Batters are allowed to hit this ball and fielders must not attempt to gather the ball prior to the batter attempting to hit it. Normal no ball rules apply for front foot after one warning. A ball passing on the full above waist height and a short pitched delivery passing above shoulder height should be called no ball.
- ✓ A maximum of two (2) wides and/or no balls per over are to result in the umpire feeding a 'free hit', which is to be provided by the umpire at the end of each over. This shall be fed as an underarm throw on or about off stump bouncing between knee and waist height. A batter can not be dismissed any way other than run out from this ball.
- ✓ Wides and no balls are 1 run plus runs scored off them.
- ✓ All extras (wides, no balls etc.) shall be credited to the batter on strike.
- ✓ No fielders are to be within 10 metres of the batter (excluding wicket keeper and slip fielders).

Result

- ✓ The result will be determined by game average, divide total runs by total wickets.

We do not have points or ladders in the Cricket Tasmania Junior League Grade 3-4 competition, the competition is for the development of basic skills and enjoyment of the players