

Cricket Tasmania Junior League

Grade 5-6

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 5 in 2011 (going into Grade 6 in 2012)

General

- ✓ Grade 5-6 matches commence at **5.30pm** on **Wednesday nights**.
- ✓ A team shall consist of **9** Players maximum. If the team numbers are uneven coaches may mix players to ensure an even contest, without exceeding 9 players on the ground at any one time.
- ✓ Fielding coaches are responsible for a good over-rate.
- ✓ Association supplied balls (Kookaburra Practice White 142g) and scoresheets are to be used.
- ✓ Batters and wicketkeepers are required to use full protective equipment; helmets, protector pads etc (thigh pads are optional).
- ✓ Sunscreen and hats are to be worn on the field.
- ✓ If conditions are inclement, coaches are to use their discretion to achieve a satisfactory match.
- ✓ We encourage the rotation of the batting and bowling order to ensure fair participation.

Match

- ✓ Each innings shall consist of a maximum of 20 six-ball overs. Should the team batting first be dismissed prior to the 20 overs being completed, the team batting second are still entitled to receive their allotted 20 overs.
- ✓ The break between innings should be no more than 5 minutes.
- ✓ Overs shall not exceed 8 balls, including the re-bowling of no balls and wides.
- ✓ The wicket shall be 18 metres length.
- ✓ Maximum length of the boundary shall be approximately 45 metres from the centre of the pitch.

Batting

- ✓ In the Grade 5-6 Junior League competition, teams are to bat in regular batting orders. If a player is given out, they are dismissed and replaced by the next batter in the order.
- ✓ Batters are to retire after 20 minutes or 20 runs, whichever comes first. A batter may resume their innings at the end of the team's innings in order of retirement, if overs permit.

Bowling

- ✓ A bowler's spell will be a maximum of 1 over, with a maximum of 4 overs for the match.
- ✓ A bowler's run up will not exceed 10 metres.
- ✓ All overs are bowled from the one end.

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 will also be called a no ball.
- ✓ No balls and wides are 1 run plus runs scored off them.
- ✓ All extras (wides, no balls etc.) shall be credited to the batter on strike.
- ✓ No fielder is to be within 10 metres of batter (Excluding wicket keeper and slip fielders).

Result

- ✓ The result will be determined by the team scoring the most runs.

We do not have points or ladders in the Cricket Tasmania Junior League; the competition is for the development of cricket skills and enjoyment of the players.