

SECTION 7 YOUTH CRICKET

Canterbury Schools Competition, Twenty/20, 3rd Grade Black U17, U15, U14A, B & C Grades

(CCA Club Cricket contact: Mike Fisher 027 286 0419)

Local Playing Conditions

It may be a requirement by CCA that coaches/managers of teams in Canterbury Schools 1st XI grade are to brief the combined teams on what constitutes unacceptable behaviour as stated in Section 8, Code of Conduct (Appendix A) in CCA/CSCA Handbook. This should take place, when required, before 10.15am and the start of play.

54. Canterbury Schools 1st XI Grade

Powerplays will apply in this grade for the one day competition. For detail see Local Playing Conditions for Premier one day competition 37 on page 49 of the Handbook.

55. All 2-day matches where there is no play on the first day

If there is no play at all on the first day of a 2-day game due to weather and ground conditions grades shall play under the following conditions:

- i) Canterbury Schools, 3rd Grade Black and Under 14 A will play under the same conditions as Premier Grade Men. (See Condition 30)
- ii) Starting times shall be as normal for a 2-day match.

56. 3rd Grade Black

Compulsory Declaration

- a) In all 2-day matches a 50 over limitation in the first innings shall apply. Both first innings should be completed on the first day unless play is interrupted sometime during the day.
- (b) In the situation where a team has completed 50 overs in the first innings and is still behind the follow-on total, then the team can be made to follow-on by the opposition. Please note: the follow-on mark is 100 runs behind.

57. Bowling Restrictions for Players Under 19 and Under 17

- a) In Canterbury Schools 1st XI Competition and 3rd Grade Black 2-day games any pace bowler (non spinner) has a maximum of 8 overs per spell (Under 17 is 6 overs) and 20 overs maximum (Under 17 is 16 overs) in any one day. At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs have been bowled from the same end, eg a player bowling a six over spell cannot bowl again until six overs have been completed from the same end. (This includes the immediate change of bowling ends.)
- b) In Canterbury Schools 1st XI Competition and 3rd Grade Black one day matches, all bowlers can bowl a maximum of ten overs. If desired, all ten overs can be completed *in one spell*.

Laws

The laws of cricket (2008 code) published by the MCC shall apply to all competitions under the jurisdiction of the CCA/CSCA, subject to the following modifications for Youth Cricket. Where there is no local rule or stated modification governing Youth Cricket, the local rules and playing conditions of CCA/CSCA Club Cricket (outlined earlier in this handbook) shall apply.

58. Age Restrictions

Cricketers playing in the Youth grades must be under that particular age as at September 1 each year. For example, to play Under 16 grades during the 2005/2006 season the player must be born on or after 1st September 1989. Special situations may be considered on application to the Canterbury Cricket.

59. Under 14A Grade

- a) 10.30am– 5.00pm
- b) ***In a two-day match***, a limit of 45 overs on the first innings. Each team **MUST** complete their first 45 overs on the first day of their match (i.e.90 overs), unless play is lost due to unfavourable playing conditions, whereupon the second innings may continue to the second day. There will be a 30 minute interval between the first innings. Should a change of innings

take place outside the “official” 30 minute interval, 3 overs will be deducted from the total of 90 overs. For example, Team A is dismissed in 30 overs; Team B completes its 45 overs which leaves 15 overs in Day 1. With the change of innings of 10 minutes (and 3 overs deducted) there will be 12 overs to be bowled. A minimum of 17 overs must be bowled in the last hour of the match on Day 2 starting at 4.00pm.

In the situation where a team has completed its 45 overs in the first innings and is still behind the follow-on total (this is 100 runs in a two-day match), then that team can be asked to follow-on by the opposition.

Pace bowling limits: 6 overs per spell and 16 overs in a day

- c) **In a one-day match**, the duration of 1st innings: 10.30am-1.15pm; the duration of 2nd innings: 1.45pm-4.30pm
Bowling Limits: 9 overs per bowler; 6 overs maximum in a spell.
- d) **Balls:** Two piece ball from CCA list of approved balls. Weight: 142 gms (Term 1); 156gms (Term 4)
- e) **Limitation of overs** for pace bowlers (see Playing Condition 59)

60. Under 14B Grade

Hours of Play: 1.00-6.00pm

Each innings will be 35 overs with a maximum of 7 overs per bowler. Each innings should be completed in 2 hours 15 minutes with 10 minutes for the change of innings. The duration of 1st innings: 1.00pm-3.15pm; the duration of 2nd innings: 3.25pm-5.40pm.

In order to speed up play, 5 overs should be bowled consecutively from each end.

Balls: Two piece balls as determined in 61 d).

Wides: Wides are subject to the judgment of the umpire. In 1 day cricket if the ball passes sufficiently wide of the off stump to make it impossible for the striker to play a normal cricket shot from his normal guard, a wide shall be called. If the ball pitches outside leg stump and moves further away on the leg side a wide shall be called. The **maximum number of balls in an over in this grade is 8.**

No balls: A free hit follows a foot fault no ball.

61. Under 14C Grade

Hours of Play: 9.00am-12.00pm

Team numbers: 8 aside

Over Limits: 20 overs per side

4 overs per bowler

6 ball over maximum

No balls and wides are rewarded with 2 runs. No extra balls are bowled, unless it is in the 20th over of the innings.

In the 20th over, all no balls and wides are bowled until the over is completed. A free hit follows a foot fault no ball.

Afternoon grades-one-day matches

- The Under 18, 17, 15 and 14 B grades start at 1.00pm and should be completed by 6.00pm.
- **Coaches, managers and/or team captains are responsible for ensuring the match progresses at a reasonable pace with minimal and brief drinks breaks.**
- A 40-over innings should take no longer than two hours and 30 minutes.
- The same rules as CCA afternoon club cricket of 40 overs apply. There is a maximum of 8 overs per bowler and no bowler can bowl more than 6 overs in one spell.

62. Umpires

All umpiring in all grades must be done by the players who are participating in the match, unless officially appointed umpires are provided, or the CCA advise differently.

63. Points

2-day matches - Canterbury Schools 1st XI, Under 1 4A

How Points Are Allocated	Points Awarded
Outright Win	10
1st Innings Points	2
Match Tie (2-innings of both teams completed)	5 (+1st innings points)
Match Tie (1st-innings of both teams completed)	1
Bonus Batting Points	0.01 for each run scored during the complete match. These cease after 200 runs in the first innings
Bonus Bowling Points	0.20 for each wicket taken during the complete match
Additional bonus points for winning outright by an innings or 10 wickets	3

Additional bonus points for winning outright by 7 wickets or by more than 100 runs	2
In any grade where there is a bye, the team with the bye will be allocated	0
In a match where a team wins a 2-day match by default, the winning team will be awarded a minimum of 12 points, plus the maximum bonus points scored by any other team in the grade. However, the maximum points awarded will be no more than the team scoring the most points in the round.	

1-day Matches -Canterbury Schools 1st XI, Under 14A

How Points Are Allocated	Points Awarded
Win	5
Loss	0
Tie or no result	3

Afternoon Section B and C grades Twenty/20

How Points Are Allocated	Points Awarded
Win	5
Loss	0
Tie or no result	3

64. Follow-on

In 2-day matches, a team batting second may be asked to follow on if it is dismissed 100 runs or more behind the opposition's total on the first innings.

65. Fielding Restrictions

In Canterbury Schools 1st XI Grade there will be Field Restrictions (See Condition 41). It is accepted that the circle does not have to be drawn on the field but all attributes of the rule will apply.

66. Balls

In all Youth cricket, except Canterbury Schools 1st XI and 3rd Grade Black Section 1, a two-piece ball from the list of CCA Approved balls shall be used (see Condition 11). Canterbury Schools 1st XI and 3rd Grade Black Section 1 shall use 4-piece balls. All Youth Grades, except Under 14 in Term 1) will use 156 gram ball.

67. Limitation of Overs for Pace Bowlers

(does not apply to spin bowlers)

- a) All pace bowlers (defined as bowlers where the wicket keeper would normally stand back) are subject to a limitation of overs allowed to be bowled per day. This rule is made in the interests of player safety and follows extensive research findings in both New Zealand and Australia. Coaches are asked to apply the rule strictly and not try to avoid it by bringing up the wicket keeper artificially. Player safety must be placed as the highest priority.
- b) In Under 14A 2-day games, there will be a maximum of 6 overs per spell and 16 overs in any one day. At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs as the length of that spell are bowled from the same end.
- c) Following the completion of the spell, the normal break will apply-the break in the spell is disregarded. A bowler's spell will be deemed to have been completed at the end of day one and a new spell may be commenced from the start of play on day two. In the instance where a bowler's spell is interrupted by lunch, tea, drinks or a break between innings where the follow on is to be enforced, the spell will be deemed to be continued and the normal break between spells will apply. The above applies to 2-day cricket only, there are no restrictions in 1-day cricket.

68. Twenty20

- a) Over Limit: 20 overs per team and a maximum of four overs per bowler
- b) Wides and No Balls: Foot-fault no balls and wides are rewarded with two runs. No extra balls are required to be bowled, unless it is the twentieth over of the innings. In the twentieth over, all no balls and wides must be re-bowled until the over is completed.

69. Wednesday Super 8 Rules

Boys

- a) Each match shall start at 3.15pm. There will be a 10minute break between change of innings.
- b) Each innings shall consist of a maximum of 20 overs.

- c) Batsmen must retire on reaching 60, e.g. Hitting a four when on 58. In this instance 62 runs will be recorded.
 - d) No bowler may bowl more than 4 overs.
 - e) Should the innings last for 20 overs, everybody must have bowled at least two overs (e.g. 3 x 4 overs and 4 x 2 overs each or everybody bowls three overs and one person bowls two overs).
 - f) The wicket-keeper must remain wicket-keeper throughout the innings.
 - g) All 20 overs must be bowled within 70 minutes. A penalty of 12 runs, per over short, will be added to the batting team's total.
 - h) Batsmen may bat a second time provided they did not retire in their first innings. Everybody must have a turn to bat before a 'second' turn can begin. In the second innings the batsmen's score continues from the first innings. i.e. should he/she have scored 18 in the first innings they must then retire when they get to a total of 42 in the second innings.
 - i) Nobody may bat a third time.
 - j) No fielder may field closer than 10 metres from the batsmen.
 - k) There must be three fielders on the off side and three fielders on the leg side at all times.
 - l) Wides and No-Balls count as two runs and will not be rebowled unless it is the 20th Over. In the 20th Over a wide/no ball counts as two runs and an additional ball is to be bowled.
- Otherwise 'normal' cricket rules apply.

Girls

Same rules as boys apply but with the following changes:

- 1) 15 overs per team.
- 2) No bowler to bowl more than three overs (all seven fielders are encouraged to bowl but only five have to).
- 3) Batsmen to retire on reaching 50 runs. Contact details:
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