

# Year 5 Cricket Playing Conditions

## Team Composition

- Maximum 8 players per team.
- Players should be in school year 5 at the beginning of the season.
- Mixed teams are allowed.

## Graded

Players should not be graded into teams based on ability.

## Hours of Play

8.30am – 10.30am. Toss should occur no later than 15 minutes prior to the start of play.

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If 16 overs are not bowled by 9.25am play should continue with time made up by not having a break.

Should the first innings not be completed by 9.30am, the second innings will be reduced by 1 over for every 3 minutes past 9.30am that is required.

**Coaches are to ensure that their side maintains a quick over rate.**

## Intervals

Maximum of 5 minutes between innings.

## The Result

- The side which has scored the most runs in their complete innings will be deemed the winner.

## Overs

16 overs. All overs to be bowled from one end.

**Please Note: Umpires should remind teams about pace of play as the innings progresses. If required umpires can require shorter run ups and other measures to speed up play.**

## Pitch Length

16m.

## Boundaries

30m. The boundary should be measured from the batter's end.

## Ball

A single 142g ball is to be used for both innings to be provided by the home side. Kookaburra Commander White Ball or equivalent. The match ball does not have to be new, but umpires must agree that it is fit for play. Teams can both agree to use a Kookaburra Menace or equivalent instead of a Commander and if this is the option chosen, each side will provide their own match ball for their own innings.

## Batting

- The batting 8 must be named prior to 8.15am.
- Batters bat in 4 over partnerships.
- After 3 counted balls if batters have not swapped ends they must swap i.e. three 4's or 3 dot balls would both require the batters to swap ends. No end of over swap of ends required so long as batters swapping after 3 counted balls throughout partnership.
- Each dismissal 3 runs will be deducted from the batting side and batters swap ends.
- Batters will not leave the crease until their 4 over partnership is completed.

## Modes of Dismissal

Normal cricket rules apply except no LBWs, stumpings, mankads are to be given.

## Bowling

- One over consists of a minimum of 6 balls and, if at least two wides and/or no balls are bowled, a maximum of 8 balls.
- All players must bowl a minimum of 2 overs. No player may bowl their second over until all others have bowled 1. No player can bowl more than 2 overs.
- Where there are more than 8 players, any player that does not bat must bowl.

## No Balls and Wides

- Umpires must agree wide lines prior to the game.

- Any delivery which passes, or would have passed, above the batter's shoulder is a no ball.
- Any delivery which passes, or would have passed, above the batter's waist on the full is a no ball. If a ball bounces more than twice before reaching the popping crease it is a no ball.
- If a bowler is struggling to bowl from the 16m pitch, it is encouraged that they be allowed by umpires to bowl from a shorter distance.
- There shall be no restriction on the number of wides or no balls called in an over. However, each over will consist of a maximum of 8 balls.

### **Fielding**

- All overs are to be bowled from the same end.
- To ensure a fast game teams must rotate in the field i.e. each player moves clockwise after each over.
- No player other than the wicket keeper may field within 15m of the bat except between 'point' and the wicketkeeper where one fielder is permitted no closer than 10m of the bat. This fielder must remain stationary and not walk in with the bowler.

### **Wicket keeping**

Two wicket keepers are to be used during an innings. Wicket keepers should be changed at the 8 over point to ensure that the match is not unduly delayed. Each wicket keeper must bowl two overs. Wicket keepers must wear helmets.

### **Umpiring**

Coaches or managers ideally will be umpires. Umpires are required to have completed the [Foundations Coaching Course](#). We encourage the same umpires remain throughout the game to ensure consistency. Umpires should provide guidance to both sides to assist with game development. All on field coaching should be done quickly to ensure no delays of games.

### **Uneven Team Numbers**

- A team may bat players twice if they have less than 8. Returning batters must return in ascending order i.e., the lowest scoring batter must return first.
- The batting team must provide up to 2 players to assist with fielding.

### **Replacement Players**

A maximum of 2 players can be used as replacements during a game. Replacement players cannot bat.

### **Grades**

Pool Points:

Win = 3 points

Tie or No Result = 1.5 points

Loss = 0 points

### **Competition Format**

The competition format for the 2017 / 2018 season is as follows:

#### **WDCA**

15 Round Robin games with each team playing every team once and 1 week of Finals. 1 vs 2, 3 vs 4 etc.

#### **NHJC**

2 pools

8 weeks of qualifying then split into top 8 bottom 11.

Top 8 play each team once for 7 weeks then one week of Finals 1 vs 2, 3 vs 4 etc.

Bottom 11 will play a round robin format for 8 weeks.