

Year 4 Cricket Playing Conditions

1. Team Composition

- Maximum 6 players per team.
- Players should be in school year 4 or younger at the beginning of the season.
- Mixed teams are encouraged.

2. Graded

Players should not be graded into teams based on ability. ACA recommends at this age to select teams based on geographical location, school attending, and friendships.

3. Hours of Play

8am – 9.30am. Toss should occur no later than 5 minutes before the start of play.

If 12 overs are not bowled by 8.40am play should continue with time made up by not having a break. Should the first innings not be completed by 8.45am, the second innings will be reduced by 1 over for every 1 over not bowled by 8.45am. If the second innings is not concluded by 9.30am, the number of full overs not completed will be multiplied by 6 runs and added to the second innings score i.e. if innings is in 9th over at 9.30am, 12 runs will be added to the score (2 complete overs multiplied by 6) and if possible, the remaining overs will be completed.

Times are to be recorded and agreed by the two scorers at the start and end of each innings. Scorers to also consider any delays for injury or scoring problems at the time they occur and jointly agree to add extra minutes before penalties are imposed. Should a penalty be required in either innings, scorers are to advise the umpires/coaches at the point where the penalties begin to be incurred and at the completion of the innings apply the appropriate penalties.

4. Coaches

All Coaches are to have completed the free online [Foundations Coaching Course](#).

5. Intervals

Maximum of 5 minutes between innings.

6. The Result

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

7. Overs

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

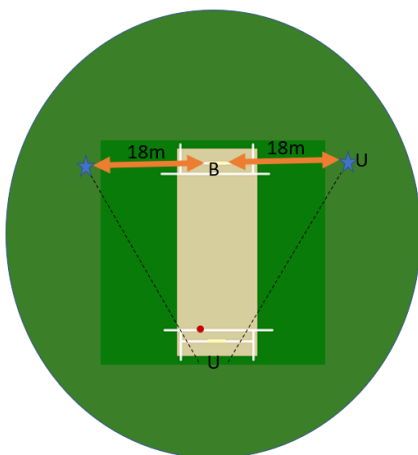
Please Note: Umpires should remind teams about pace of play as the innings progresses. If required umpires can require shorter run ups and other measures to speed up play.

8. Pitch Length

14m. Use marked lines at one end and measure 6.12m from the other end and mark line for stumps and a further 1.22m for the popping crease. Spray landscape chalk, available from Bunnings, is ideal to mark lines.

9. Boundaries

30m circle to be marked by cones. The boundary must be measured from the batter's end.



Fielding Exclusion Zone

Markers are placed 18m square either side of the stumps at batter's end. The square leg umpire is to position at the 18m marker. The fielding exclusion zone is deemed to be from the umpire behind the stumps at the bowler's end, to the markers either side of the stumps at the batter's end. Excluding the bowler, fielders may only enter the exclusion zone after the batter has played their shot. If players encroach early, the umpire will signal and call a 'no ball'.

Fielders should field in proper cricket fielding positions outside of the fielding exclusion zone. The exclusion zone exists to encourage quick singles and active fielding.



10. Ball

Any colour Kookaburra Star Junior soft ball or equivalent. The match ball does not have to be new, but umpires must agree that it is fit for play.

11. Safety Equipment

Players are not required to wear safety equipment, with the exception of an abdominal protector (box) when batting and wicket keeping, due to the use of a softer ball for this grade.

12. Batting

- The batting 6 must be named prior to the start of play.
- Batters bat in 4 over partnerships.
- After 3 consecutive 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.
- For 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.

13. Modes of Dismissal

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

14. Bowling

- One over consists of 6 balls inclusive of any wides and/or no balls bowled.
- 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.
- Wicketkeepers must bowl 2 overs unless there are more than 8 players then they must bowl at least 1 over each.
- Where there are more than 6 players, any player who does not bat must bowl.

15. 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 14m 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 6 balls. The last over has no maximum deliveries.
- No Balls and Wides are worth 2 runs.

16. 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 with the exception of wicket keeper.
- No player may field within the marked fielding exclusion zone.

17. Wicket keeping

Two wicket keepers are to be used during an innings. Wicket keepers should be changed at the 6 over point to ensure that the match is not unduly delayed. Each wicket keeper must bowl at least one over. Wicket keepers must not stand up to stumps.

18. Umpiring

Umpires can stay in position (at bowler's end or square leg) for 6 overs then swap positions for each innings, or they can swap at the end of each over, so long as they do not delay the game. Umpires are required to have completed the free online [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.



19. Uneven Team Numbers

- A team may bat players twice if they have less than 6. 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 only if the opposition team has less than 6 players who bat.

20. Replacement Players

A maximum of 2 players can be used as replacements during a game.

21. Music

The batting side is permitted to play music for the batters to walk on and off the field and during any breaks of play e.g. drinks break, innings break. This should not delay the game.

22. Spirit of Cricket Rating

Both sides must complete a spirit of cricket rating for the opposition.