

Boys U11 SB Sixers Playing Conditions

Formats Overview for Boys Under 11				
Conditions	Soft Ball Sixers	Tennis Ball Carnival	Hard Ball Smash	
	Under 11	Under 11	U11 White Grade	U11 Pink Grade
Players	6	6	8	8
Day Games Played	Saturday AM	Sundays	Saturday AM	Saturday AM
Season Length	Term 4 and Term 1 Separate	2 Days Term 1 (approx 6 games)	Term 4 and Term 1 (approx 16 games)	Term 4 and Term 1 (approx 16 games)
Time (Approx)	1.5 Hours	1.5 Hours	2.5 Hours	2.5 Hours
Pitch	16m	16m	16m	16m
Boundaries	35m	35m	35m	35m
Soft Ball	Junior Star	KookaBall Soft	-	-
White Hardball	-	-	Commander	-
Pink Hardball	-	-	-	Crown
Adult Hardball	-	-	-	-
Protective Gear Required	No	No	Yes	Yes
Overs in Match	12	12	20	20
Minimum Balls Faced Per Player	12	12	7	7
Maximum Balls Faced Per Player	12	12	18	18
LBW	No	No	No	No
Stumpings	No	No	No	No
Minimum Balls Bowled Per Player	12	12	12	12
Maximum Balls Bowled Per Player	12	12	24	24
Coaching Qualifications Required	Foundation	Foundation	Advanced Foundation	Advanced Foundation

Everyone has a go at doing everything.

Clubs provide basic gear for all teams.

At all ages games are setup for children of different ages/skills.

Players can play in different grades according to their skill/comfort level.

First time players are welcome.

1. Team Composition

- Maximum 6 players per team.
- Players should be under 11 on May 1.

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 – 9.20am. 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.

The second innings should be concluded by 9.20am.

4. Coaches

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

5. Intervals

Maximum of 2 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

12 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

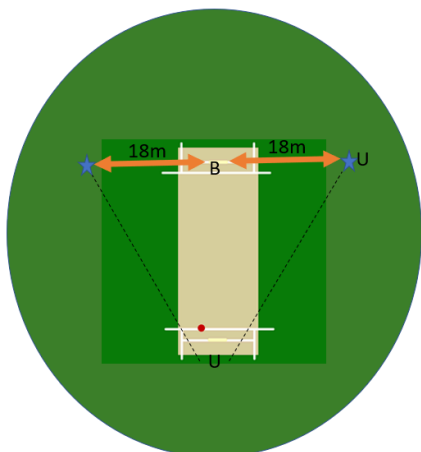
16m. Use marked lines at one end and measure 4.12m from the other end and mark line for stumps and a further 1.22m for the popping crease. Spray landscape chalk, available from Bunnings, is ideal to mark lines.

It is the home team's responsibility to ensure the pitch length and boundaries are marked accurately.

The two sides are not permitted under any circumstances to agree to different pitch lengths and boundaries. If these are not followed, the home team is subject to losing the game by default.

9. Boundaries

35m 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. 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 when batting and wicket keeping, due to the use of a soft 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. **Umpires are to ensure backing up batters do not leave early.**

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.
- All players should take turns at wicket keeping as they rotate in the field.

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.
- Any delivery that bounces outside of the pitch will automatically be deemed 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 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. Bowlers will bowl in the order of rotation (i.e. player fielding next to bowler on



the onside will be the next bowler always and then will move to the next fielding position on the offside).

- No player may field within the marked fielding exclusion zone.

17. Wicket keeping

All players must wicket keep as they rotate in the field. Each wicket keeper must bowl at least two overs. 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 1 player twice if they have less than 6 players and the last batter does not have a batting partner, but the returning batter must be the lowest scoring batter (dismissed).
- 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. Music

The batting side is permitted to play music so long as this does not delay play.

21. Spirit of Cricket Rating

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

22. Grades

ACA will divide entered teams into regional pool competitions both before and after Christmas.

Pool Points: Win = 3 points Tie or No Result = 1.5 points Loss = 0 points

23. Weather Cancellations

ACA will cancel all junior and youth morning cricket should there be an Auckland weather advisory from the MetService advising that it is unsafe to travel to games. ACA checks for advisories constantly and will communicate through the ACA website, Facebook and email to all Club Managers. Coaches / managers if you are unsure if the game is on we encourage you to use the contact list your club should have provided you to call the opposition team coach/manager to discuss this. If a mutual agreement cannot be made the home team manager has final say on pitch condition and playability. If a game is abandoned, the home team coach/manager must enter the game as abandoned on CricHQ immediately.

If contact cannot be made with opposition team coach/manager or club manager, contact ACA. If ACA receives a call from an away team advising they cannot contact the home team coach/manager or club manager at 7am or later, ACA has the ability to deem the fixture as abandoned if ACA believes the weather will not allow a fixture to be played.

If in any doubt, please ensure you arrive at the ground on time to avoid a default.

24. Defaults

If a Team defaults a match for any reason the following penalties shall be incurred:

- (i) First default: The Team and Club to which the defaulting Team belongs shall receive a warning of the consequences of a further default.
- (ii) Second default: The Team defaulting shall forfeit 3 Competition points, will be fined \$100 and its Club shall receive a final warning.
- (iii) Third default: The Team defaulting shall be debarred from participating in the remainder of the Competition. The match fees already paid for that Team to the Association shall not be refunded to its Club or, alternatively, if the match fees have not been paid, they shall remain payable by the Club to the Association.