



MARLBOROUGH CRICKET JUNIOR HANDBOOK



“Cricket in Marlborough, a game for all”

2023-24 SEASON

GENERAL MANAGER'S MESSAGE

Welcome to another season of Junior Cricket. Our Junior Cricket Handbook contains all the key information you should need from club contacts to competition rules. Additional information you can find on our website or by contacting the MCA office.

Marlborough Cricket runs Junior Development programmes from age 5 to 18. Smash Play is our entry level with players moving on to Harcourts Kiwi Cricket, WK hardball 5th and 4th grades and then into Saturday afternoon 3rd, 2nd and Senior grades.

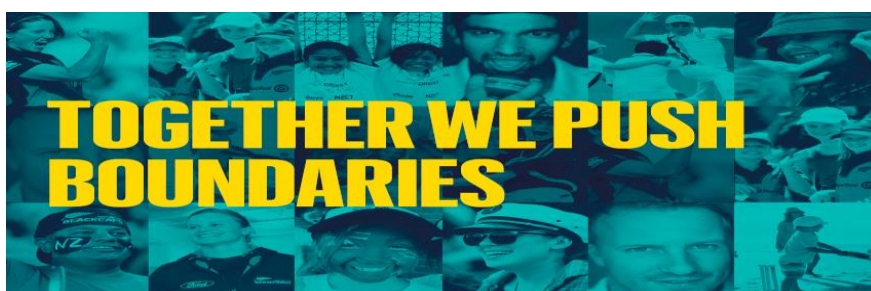
We have girls' only Kiwi Cricket and a girls grade at 5th grade as we continue our focus on growing and developing the female game in Marlborough.

I have enjoyed being involved in coaching junior players for many years and I encourage parents to join our local coaches club and learn more about the game. It will enhance not only your own enjoyment but also that of your child.

Best wishes to all for the season ahead and I look forward to seeing you on our local cricket fields once again this summer.

Ed Gilhooly

General Manager
Marlborough Cricket



COACHING AND DEVELOPMENT MANAGER'S MESSAGE

“Our values are Excellence, Enjoyment, Growth, Team, Integrity and Inclusivity. We aim to provide a quality experience for every single player”

The tone of the coming summer will be that of MCA's vision: “A Game for All”. Everyone should feel welcome playing in our junior competitions, and there should be something out there for everyone to play or stay involved in the game somehow. This means working through initiatives like Yeah! Girls and organising festivals so all players have a space to learn and enjoy. It also means supporting the people involved in the running of games.

This summer the main focus will be on participation and ensuring player enjoyment, which in turn helps us retain players for coming seasons. Take some time to read through the code of conduct relevant to you and think how you can make games and trainings more fun for yourself, for players and for the people around you.

Another area of focus will be the development of officials and volunteers. Umpires, coaches, scorers and supporters are vital to the junior cricket game and without them it wouldn't happen. A positive environment must be created for all, which involves further training for coaches and umpires and more encouragement for kids to try their best. This will in turn make it a better environment for players and supporters to be in.

Good luck for the following season, and most importantly have fun!

Eden Pettigrew

Community Cricket Development Manager
Marlborough Cricket



Contents

GENERAL MANAGER’S MESSAGE	1
COACHING AND DEVELOPMENT MANAGER’S MESSAGE	2
CODES OF CONDUCT	4
PARENTS/CAREGIVERS/GUARDIANS/SUPPORTERS CODE OF CONDUCT	4
PLAYERS CODE OF CONDUCT	5
COACHES CODE OF CONDUCT	6
MARLBOROUGH JUNIOR CRICKET CONTACTS	7
CLUB CONTACTS.....	10
GROUNDS DIRECTORY	11
GRADING OF PLAYERS AND APPROACH TO THE GAME.....	11
MCA PLAYING CONDITIONS AND RECOMMENDATIONS	13
COACHING	17
MCA RULES AND FORMATS	18
SMASHPLAY - YEAR 0-2.....	18
HARCOURTS KIWI CRICKET AND GIRLS SMASH	19
KIWI CRICKET FORMAT & PLAYING CONDITIONS.....	20
WK 5th GRADE AND GIRLS ONLY GRADE PLAYING CONDITIONS	22
WK 4th GRADE PLAYING CONDITIONS.....	24

CODES OF CONDUCT

KEEPING CRICKET SAFE AND FUN

Marlborough Cricket supports New Zealand Cricket's anti bullying statement and code of conduct for parents, players and coaches.

New Zealand Cricket's Anti-Bullying Statement

NZC believes that every person in cricket, in every role and no matter what age, has the right to participate in an environment that is fun, safe and healthy, and to be treated with respect, dignity and fairness.

Bullying denies participants these rights and can result in feelings of disgrace, embarrassment, shame or intimidation. Bullying can also affect an individual's athletic performance, level of enjoyment, work or school life, academic achievement and physical and mental health.

Bullying can occur both on and off the cricket pitch and can involve players, parents, coaches, spectators or umpires.

NZC does not accept bullying within the sport and sees it as everyone's responsibility to implement and support anti-bullying within cricket.

NZC has developed the following Codes of Conduct for parents/caregivers, players and coaches to help make cricket a safe and healthy environment.

PARENTS/CAREGIVERS/GUARDIANS/SUPPORTERS **CODE OF CONDUCT**

REMEMBER A CHILD PARTICIPATES IN CRICKET FOR THEIR ENJOYMENT, NOT YOURS

- Focus on the child's and the team's efforts over winning and losing.

MAINTAIN HIGH STANDARDS OF INTEGRITY

- Encourage children to play within the spirit of cricket.
- Be a good sport; understand actions speak louder than words.
- Be impartial, consistent and objective when it comes to your child's cricket.

BE A POSITIVE ROLE MODEL FOR YOUR CHILD

- Remember children learn the best by example so applaud good performance both of your child, their team and their opponents.
- Encourage mutual respect of your child's team's mates and opponents.
- Encourage your child to play within the rules and to respect officials and coaches.

ALWAYS RECOGNISE AND RESPECT THE VALUE AND IMPORTANCE OF VOLUNTEERS

- Refrain from any personal abuse towards officials and volunteers.
- Remember they are people who give up their time to make the game happen for your child.
- If appropriate offer a helping hand.

RESPECT THE RIGHTS, DIGNITY AND WORTH OF EVERY PERSON REGARDLESS OF THEIR GENDER, ABILITY, ETHNICITY OR RELIGION

- Every child deserves the right to have fun and enjoy cricket in an inclusive, safe and supportive environment.

PLAYERS CODE OF CONDUCT

PLAY FOR YOUR OWN ENJOYMENT

- Work equally hard for yourself and your team mates.

TREAT EVERYONE LIKE YOU WOULD LIKE TO BE TREATED

- Respect the rights, dignity and worth of every individual person as a human being.

BE A POSITIVE ROLE MODEL FOR CRICKET AND ACT IN A WAY THAT PROJECTS A POSITIVE IMAGE OF YOU AND YOUR TEAM

- Applaud all good performances whether it's by your team or the opposition.

MAINTAIN HIGH STANDARDS

- Never argue with an umpire.
- Verbal abuse of officials or sledging of players is not within the spirit of the game.

ALWAYS RECOGNISE THE VALUE AND IMPORTANCE OF VOLUNTEERS

- Thank your umpires, coaches and the scorers.

COACHES CODE OF CONDUCT

TREAT EVERYONE EQUALLY REGARDLESS OF GENDER, ABILITY, ETHNICITY OR RELIGION

- Respect the talent, development stage and goals of each Player in order to reach their full potential.

BE A POSITIVE ROLE MODEL FOR CRICKET AND PLAYERS AND ACT IN A WAY THAT PROJECTS A POSITIVE IMAGE OF COACHING

- Ensure the player's time spent with you is a positive experience.
- Be fair, considerate and honest with players.

MAKE A COMMITMENT TO A QUALITY SERVICE TO YOUR PLAYERS

- Provide players with planned and structured training programmes appropriate to their needs and goals.
- Understand that the development of players at any level is a long term process and this should not be sacrificed for short term gains.

MAINTAIN HIGH STANDARDS OF INTEGRITY

- Operate within the laws of cricket and in the spirit of cricket, while encouraging your players to do the same.
- Refrain from criticism of other coaches, officials or players

Children are less likely to enjoy sport if they don't get enough playing time



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MARLBOROUGH JUNIOR CRICKET CONTACTS

P O BOX 667, Blenheim

Physical address – Horton Park Pavilion, 31 Redwood St, Blenheim

Monday to Friday, 9am – 5pm

Email: development@marlboroughcricket.co.nz

Staff Contacts

Community Cricket and Development Manager (CCDM)

Eddie Swan

Phone: 021 0899 4323

Email: eden@marlboroughcricket.co.nz

Community Cricket and Development officer (CCDO)

Eden Pettigrew

Phone: 027 306 7746

Email: eden@marlboroughcricket.co.nz

General Manger

Ed Gilhooly

Phone: 0274 398 514

Email: ed@marlboroughcricket.co.nz

Development Age Group Coaches

Year 9/10 Boys

Eddie Swan

Year 9/10 Girls

Eden Pettigrew

Year 11/12

Eddie Swan

Primary School Development

TBC

CLUB JUNIOR CRICKET CONTACTS

Celtic Cricket Club

Josh Poole

Phone: 027 637 9155



Renwick Cricket Club

Kieran Gaudin

Phone: 021 841 348



Wairau Cricket Club

Phil Gleeson

Phone: 027 275 9057



Wairau Valley Cricket Club

Lisa Gregg

Phone: 0274 323 986



GROUNDS DIRECTORY

This season Junior Cricket will be played at College Park, Renwick Domain, Bohally School, Springlands School, Endeavour Park Picton, and Horton Park, Shep's Park, Oliver Park & Lansdowne Park in Blenheim.

Toilets are available at all grounds EXCEPT for College Park where an access key is required. This needs to be collected from the MCA office by 5pm Friday prior to the game and returned by Monday following.

GRADING OF PLAYERS AND APPROACH TO THE GAME

- Guidelines for grade / year groupings are presented under the following section **“MCA Playing Conditions and Recommendations”**. If a club feels a player is not ready for a certain grade then that player can be entered in a team one year below the grade recommendation. Players should not be played under their age group simply as a means of strengthening a team.

If a player is too strong physically and skill-wise, then approval should be requested from the MCA Development Manager for that player to play in a higher grade.

- Coaches are to ensure that their teams do not over appeal. Encourage appeals only from fielders in a position to judge accurately.
- Coaches must deal with bad behaviour and unsporting actions by children without delay. The matter should be discussed immediately with the offending child and if possible parent. For serious breaches the coach may need to send an incident report to their club and to MCA and this should be done within 48 hours of the incident take place.
- Coaches should ensure that batting / catching warm-ups are conducted at a safe distance from others with appropriate supervision.
- Players should be encouraged to wear hats and apply SPF 30+ sunscreen on exposed skin.



MCA PLAYING CONDITIONS AND RECOMMENDATIONS

1. GRADES – Junior club cricket will consist of the following grades

SmashPlay Generally children in Year 2 or younger boys and girls. An introductory programme designed for beginners, incorporating high participation with skill development through games.

Kiwi Cricket: Year 3-4, introduction to more competitive games played with a soft ball aimed at improving basic skills.

Girls Smash: Year 3-6 age range, Kiwi Cricket for girls only teams from year 4 to year 6. This is the start of the pathway for girl's cricket.

Girls Only Grade: Year 5-8 age range, with lots of flexibility made to incorporate players of all abilities. Hardball cricket with 5th Grade rules.

5th Grade: Generally children in Year 5-7 moving for the first time into hardball cricket, using helmets, pads, gloves, protectors etc.

4th Grade: Generally children in Year 7-8 playing hard ball cricket under NZC Ages & Stages guidelines.

3rd Grade: Year 9 and above playing hard ball cricket on full size pitch.

2. NEW PLAYERS

New players are normally allocated to clubs as below:

Celtic: Blenheim, Mayfield, St Marys, Spring Creek, Riverlands, Grovetown, Whitney Street, Redwoodtown.

Picton/QCC: QCC, Picton, Waikawa Bay.

Renwick: Havelock, Renwick, Te Pa Wananga, Rapaura, Wairau Valley, Rai Valley, Canvastown, Linkwater

Wairau: Witherlea, Seddon, Ward, Fairhall.

Wairau Valley: Springlands, Richmond View, Tua Marina.

New players from Bohally Intermediate will choose which club they wish to play for or alternatively MCA will allocate to a club.

3. CONSIDERATION FOR SENIOR CRICKETERS

4th Grade Junior matches on grounds which have afternoon grade games scheduled to commence at 12.30pm should aim to complete their match by 12.15pm. If it appears that a junior game is going to over-run it is advisable for the coaches to approach the senior captains to agree to an extension of time.

4. CRICKET BALL GUIDELINES

Kiwi Cricket & SmashPlay: Yellow / White Soft balls.

5th Grade: 142gm Soft / Hard ball (Kookaburra Star, Crown or Commander).

4th Grade: 142gm Hard Ball (Kookaburra Crown or Commander).

5. HELMETS

The use of helmets by batters and wicketkeepers in all hard ball grades is mandatory both in games and at practice as per the MCA / NZC Helmet use Policy (see MCA website for full details)

6. DRAWS

Draws for 4th and 5th grades will be printed in the Marlborough Express Mid-Week. Refer to www.marlboroughcricket.co.nz for draws, results, and tables if applicable.

7. CANCELLATIONS

Cancellations will be shown on the MCA website and Facebook account by 4pm Friday or 8am Saturday for Junior 5th / 4th grade games. After this time teams should meet at the ground as scheduled. For cancellations that have to be made after these deadline times teams will be notified at the ground either in person or by phone.

8. ARTIFICIAL PITCH WICKET SET

Games will be played on artificial surfaces at Renwick, Bohally, Springlands, College Park, Horton Park no3 and Endeavour Park, Picton. In addition spring back wicket sets must be used for all 4th grade games

played on grass at Oliver Park. Wicket sets are available from Marlborough Cricket to use and clubs should contact the MCA Development Manager to arrange this.

9. MEDIA REPORTING OF MATCH RESULTS

Match reports need to be emailed to

development@marlboroughcricket.co.nz **by 9am on the Monday**

following games in order to be included in junior reports. It is important these are as accurate and complete as possible. The following example illustrates an appropriate level of detail (please note full names are required):

First innings win Celtic. Wairau Valley 109/6 off 29 overs, Brian Allen 34, Guy Drummond 23, Paul Stagg 5 overs 3 for 18, Andrew Little 4 overs 2 for 11. In reply Celtic 110/2 off 27 overs, Blair Grant 44 not out, Alan Jones 32, Andrea Hill 7 overs 1 for 30.

You should aim for a clear statement of the match result with full names of the key performers. However there are no hard rules and some journalistic flair is encouraged! These can be seen afterwards in the Marlborough Express Midweek and on the Marlborough Cricket Facebook page.

10. PLAYHQ SCORING

All competition games can be scored on the PlayHQ system. This can be by entering the basic result and team scores, entering full scorecards manually after the game, or by scoring the game on-line using a mobile device. Full player stats can be obtained if full scorecards are entered. Note that players need to be added to teams on PlayHQ in order for games to be scored. Contact your club junior representative about this.

We ask that all 4th grade and 3rd Grade to be scored on PlayHQ and encourage 5th grade teams also to use the app.

Full training on the use of PlayHQ can be provided to clubs. Contact our Community Cricket Development Manager at MCA office for more details.

11. POINTS

Points are not normally awarded, nor standing tables kept, for junior 4th and 5th grades but results should still be recorded by entering results onto the PlayHQ competition system. These can be entered directly by clubs or email to development@marlboroughcricket.co.nz as per point 9 above.

12. AGE GROUP DEVELOPMENT SQUADS

1. Players can either be nominated by their club or put themselves forward for development squads.
2. If you have played in a development team previously you will be automatically considered.
3. To be considered to play for PS Development teams players should normally be playing regular 4th grade cricket in Marlborough. Exceptions may be allowed for students returning from an educational establishment outside of the district as per MCA rules and by-laws.

COACHING

Anyone can coach. You might be a current cricketer, a past player, a parent, a teacher, or a fan. Coaching is a great way to express your passion for cricket. It can be extremely satisfying when you can positively influence the people you are engaged with. If this sounds like something you would like to learn more about, New Zealand Cricket can help.

All coaches need to register with New Zealand Cricket in order to coach a junior team. This will automatically register them also for the MCA Coaches Club which provides on-going support to our coaches via our Coaching and Development Manager. Follow the link below to register:

<https://www.nzc.nz/community/coaches-corner/become-a-coach>

The registration process is fast and straightforward but you can contact our development manager if you do find you need assistance.

The NZC coaching framework has recommendations as to which coaching course is appropriate depending on which grade you are coaching at. More information is available on the NZC website or from our Development Manager.



MCA RULES AND FORMATS

SMASHPLAY CRICKET - YEAR 0-2

Starts 1st week of November and runs for 6 weeks.

This is an introductory programme for new entrants and year 0-2 boys and girls, and is designed for beginners, incorporating high participation with skill development. It provides an opportunity to have fun, learn the fundamentals skills of batting, bowling and fielding and to experience and enjoy New Zealand's most popular summer sport. It does this through a series of planned sessions in which the children participate in a variety of activities and modified games.

The main objectives of SmashPlay are:

1. To create an interest in the game of cricket.
2. To teach children the basic skills through games
3. To encourage parents to get actively involved in the game as coaches.
4. To provide the positive first step in a child's (and his/her parents) long participation and involvement in Cricket.

**Blenheim Centre – Horton Park,
Mondays 5.30pm to 6.15pm**

**Seddon Centre – Seddon Domain,
Tuesdays 5.30pm to 6.15pm**

**Renwick Centre - Renwick School,
Wednesdays 5.30pm to 6.15pm**



HARCOURTS KIWI CRICKET

Played on Saturday mornings from first weekend of November for 6 weeks, then from first weekend of February for 6 weeks.

- **Year 3/4 – Boys Kiwi Cricket**

This serves as an introduction to pairs Kiwi cricket. There is greater emphasis on learning the skills required to play the game.

- **Year 3 to Year 8 – Girls Smash**

This is the first stage in the pathway for girl's cricket. Teams will be mainly school based and play in a competition as well as learning the basic skills.

This is the first experience of team based cricket formats for junior players. Games are designed to be fast paced, fun and inclusive. Enjoyment and equal participation of players is the main priority. Coaches should encourage and provide support for players of both teams and actively help participants enjoy the game. Provide tips when umpiring and feel free to actively coach during games.



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KIWI CRICKET & GIRLS SMASH FORMAT & PLAYING CONDITIONS

1. Games begin at 9.00am on Saturday and should take no more than 1 hour.
2. Games are normally 12 overs per side.
3. Equipment is provided.
4. Matches are played on 12 metre pitches (from stump to stump).
5. Teams are a max of 8 per side but we aim for 6 per side as ideal number.
6. Batters bat in pairs. Each pair receives 3 overs when a team has 7 or 8 players, 4 overs when 6 players in the team, no matter how many times they are out. Coaches/umpires should ensure each batter in a partnership receives about the same number of deliveries, even to the extent of swapping over the batters during an over so this happens.
7. Bowlers bowl 2 overs minimum. Bowlers bowl from one end only.
8. Overs to be max of 6 balls, no matter how many wides and/ or no balls they include. After 2 wides in an over have been bowled, all subsequent wides will result in a free swing. The ball is placed on a tee and the batter is given a free swing at the ball. The batter can still be dismissed by the usual methods. 1 run will be awarded to the batter for each of the 1st two wides. But subsequent wides will not incur a penalty.
9. A wide shall be called if the ball passes the facing batter off the cut pitch on either the off or on sides. If the batter hits the ball it is not a wide.
10. A no-ball is called if the ball passes over, or would have passed over, the waist of the batter on the full when the batter is in his/her normal stance.
11. The two bounce no-ball rule does not apply and in this instance the batters can be given out bowled. If the ball does not reach the batter, he/she is allowed one free swing at the ball.
12. There are no front foot no-ball or back foot no-balls. If bowlers are clearly having trouble reaching the other end of the pitch on the first bounce, the umpire at the bowlers end should assist by making a mark closer to the batter and advising the bowler to deliver the ball from there. This rule is not to be used to enable good bowlers to gain an advantage by delivering the ball from close to the batter. Bowlers may

- bowl underarm if they prefer but coaches should encourage them to give overarm bowling a try and to develop this further at practice.
13. No fielder with exception of the wicket keeper, to be within 15 meters of the batter at the time of delivery.
 14. There are no LBW's.
 15. Fielders, including the temporary wicket keeper, rotate clockwise after each over.
 16. The batting team loses 2 runs for each dismissal.
 17. One run is awarded for each wide or no-ball in addition to any runs completed.
 18. Boundaries are to be no greater than 25 metres.
 19. The winning team is the team with the highest total of runs, after deductions for dismissals have been taken into account.



WK 5th GRADE & GIRLS GRADE PLAYING CONDITIONS

- Coaches at 5th and girls grade need to register on the NZC system and complete the on-line modules. All junior coaches will be police vetted as part of this registration.
- Games will be played on Friday evenings starting at 5pm. We expect games to be finished around 7pm and no later than 7.30pm.
- Games will mainly be played on artificial wickets as per weekly draw.
- Teams are 8 players per side. In circumstances where a team has more than 8 players available they may sub players on and off in order to keep all players involved so long as **no more than 8 players are on the field** at any one time. Girls Grade is 6-a-side, however same guidelines apply of no more than 8 players on the field at one time. Can be agreed between coaches whether playing 6 or 8.
- Games are normally 20 overs per side but can be reduced by agreement of the two coaches.
- Bowlers – all players are to have a maximum of 3 overs and a minimum of 2 overs. Bowlers rotate and bowl an over each before anyone can bowl a 2nd over. Players may elect not to bowl if they do not feel confident enough to do so. Coaches can show discretion but we encourage players to give it a try. There is a 6 ball limit per over (wides and no-balls are not re-bowled).
- Balls: Junior size soft ball may be used for first 2 games of the season to ease transition of new players. 142g two piece Kookaburra Crown or Commander (wet weather ball) hardball for remainder of season.
- Helmets are mandatory as per MCA playing conditions. Appropriate protective gear should also be worn (pads, gloves and abdominal guard).
- Games are to be played on 16m pitches.
- Boundaries should be a maximum of 35 metres measured from the batter's end stump.
- The team with the most runs is declared the winner so long as both teams have had the opportunity to bat the same number of overs.
- No fielder is to be within 10 metres of striking batter or another fielder until the ball is played. **Coaches/ umpires must ensure that marks are not made anywhere on the wicket block.**

- Batters bat in pairs for 4 overs (16 over game) or 5 overs (20 over game). Teams lose 2 runs for each dismissal but the batter continues to bat. **Batters switch ends when a wicket falls.** If a team has more than 8 players the innings overs are divided equally between each pair (ie all players bat).
- All standard dismissals apply apart from LBW's.
- Run up for bowlers should not exceed 10m (from the stumps).
- Any delivery passing the batter at more than shoulder height shall be called 'NO-BALL' by the square leg umpire. Any delivery that passes on the FULL above waist height of a striker standing in his or her normal position shall be called a NO BALL. Ball bouncing more than twice before the popping crease or rolling along the ground called as NO BALL. Wides and no-balls are worth 2 runs to the batting team.
- If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, without having touched the bat or person of the striker, the umpire shall call and signal no ball and immediately call and signal Dead ball.
- A wide should be called for any delivery which the batter does not have a reasonable chance of hitting.
- In order to increase over rates overs must be bowled from one end only.
- The emphasis for this grade is on development and involvement of players. Each game will have a winner and loser but we do not keep points tables.



WK 4th GRADE PLAYING CONDITIONS

- Bowlers must bowl a minimum of 2 overs per game. All bowlers must have at least 2 overs before a 3rd or 4th over is had by anyone. This will generally mean 6 players bowl 3 overs and 3 players bowl 4 overs. If any player ends up bowling 5 there must have been a reasonable effort to share bowling around, and a good reason, eg injury. In these cases please consult with the other coach and let them know beforehand/ASAP.
- Batters must bat in a different “third” position every week:

	Batting position
Top Third	1
	2
	3
Middle Third	4
	5
	6
Lower Third	7
	8
	9

- Please apply common sense to these rules – they are in place to ensure everyone gets a good go and has fun. For example: if you have a player who does not want to bowl under any circumstances and will not enjoy it, have a chat to the other coach and let them know what’s happening beforehand.
- This is a good opportunity to be strategic about when you bowl certain players: if they all bowl the same amount then you may have to keep your stronger bowlers for the other team’s stronger batters,

try to bowl weaker bowlers to weaker batters so all players are playing at their ability level!

- A good strategy for the batting is to ensure your strongest batters are split up, at least one in each third so that the batting order is “longer”, weaker batters get the experience of playing with and learning from stronger players, and helping them understand how to bat in a partnership.
- All WK Junior grade coaches need to register on the NZC system and complete the on-line modules. All junior coaches will be police vetted as part of this registration.
- 4th grade games begin at 8.45am on Saturday mornings. Games should aim to finish by 12.15pm at latest.
- Games will be played on grass or artificial surfaces and MCA will confirm venues in the weekly draw.
- Each team is to consist of 9 players. Where a team has more than 9 players then players may rotate on and off but must ensure that the number of fielders are limited to 9 at any one time.
- Each innings will be a maximum of 30 overs per side (30 over format)
- 4th grade will use a 142gm two piece Kookaburra hard ball.
- Helmets are mandatory, including wicketkeepers at all times, as per MCA/NZC playing conditions. Appropriate protective gear should also be worn (pads, gloves and abdominal guard).
- Games are played on 18m pitches.
- Boundaries should be a maximum of 45 meters measured from the middle of the pitch.
- Batters must face a minimum of 6 balls (after the 6 all dismissals apply).
- Any dismissals during the minimum 6 balls grace period will still count to the bowler and 3 runs added to the bowler’s team total.
- Compulsory retirement for batters in all games after they have faced 30 balls, including no balls but not including wides. Retired batters can return after all other batters have batted only if they were not dismissed in the 6 ball grace period.

- No fielder is to be within 10 metres of striking batter or another fielder until the ball is played. Coaches/ umpires must ensure that marks are not made anywhere on the wicket block.
- There is a 6 ball limit for an over unless it is the last over of a match or innings. Every wide and no ball adds 2 runs to the batting team's total.
- Runs ups for bowlers should not exceed 15m (from the stumps).
- Any delivery passing the batter above shoulder height shall be called 'NO-BALL' by the umpire. Any delivery that passes on the FULL above waist height of a striker standing in his or her normal position shall be called a no ball. A ball bouncing more than twice before the popping crease or rolling along the ground called as no ball. If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, without having touched the bat or person of the striker, the umpire shall call and signal no ball then immediately call and signal Dead ball.
- A wide should be called for any delivery which the batter does not have a reasonable chance of hitting.
- In order to increase over rates overs should be bowled in 5 over blocks from each end – ie: 5 overs from the same end, then 5 overs from the opposite end in rotation until the end of each innings.
- We encourage coaches to aim for an over rate of 20 per hour.
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