

Cricket Ipswich Blast games Playing Conditions 25/26

12 Over Game (Indicative age under 9)

Cricket Ipswich encourages fair play, fun and enjoyment for all. The primary goal of junior cricket in Ipswich is player development, enjoyment of the game and ongoing involvement in the sport.

If there are any misunderstandings the playing conditions on game day the team coaches should privately discuss the issue and take into consideration the spirit of the game to managing the situation amicably. If a mutual understanding cannot be reached at the time, contact should be made with the CI Junior Coordinator to clarify the playing conditions.

1. GAME PREPARATION (communication between coaches is the key to a great game)

- a. **SCORER** - Organise scoresheet for umpire
- b. **COACH** - Recommended to have Community Coach Level Accreditation
- c. **BOUNDARY** - **20-25 metres**, Measured from the **Batters end stumps** (no changing of ends)
- d. **RUBBER FIELDING DISCS** – Placed a minimum of **15 metres** Measured from the **Batters end stumps** – at least **15 metres** apart. Minimum of 2 on either side of wicket. Coaches are to ensure all players with exception of the wicketkeeper are fielding outside these markers when the ball is delivered.
- e. **STUMPS** –Plastic/timber freestanding stumps
- f. **PITCH** –**Mowed grass** or wicket if available- **Set stumps @ 14 metres apart**
- g. **BALL** - Blast ball
- h. **GAME RESULT = Most runs wins** - Total Runs when batting plus 5 runs for every wicket taken when bowling

2. GAME PLAY (coaches please remember this age group is non-competitive)

- a. **FRIDAY NIGHT START TIME – 6.00pm FINISH TIME – 7:30pm** (if washed out can be replayed on Saturday)
- b. **SATURDAY START TIME – 8.30am FINISH TIME - 10.00am**
- c. **TEAM NUMBERS**
 - i. Maximum of **8** players per team
 - ii. Only **6** Players on the field at any time
 - iii. **All** players to bat and bowl
 - iv. Extra players rotate on and off the field after each over
 - v. **Parents** to assist with having the next batter ready
- d. **BOWLING**
 - i. All players to bowl around the same number of overs each
 - ii. Over Length = 6 balls only - No LBW applies at this level
 - iii. When Balls not able to be reached by the batter, the batter will get a free hit, the ball on either cone can be hit by the batter and runs can be scored if the ball goes in front of the wicket.
- e. **BATTING**
 - i. A batting pair will ideally face 4 Overs but if there are more (or less) than 6 in the team divide the number of balls (72) by number of players
 - ii. No dismissals – Bat for full number of balls to face regardless of number of times dismissed, Batters to swap ends following a dismissal.
- f. **FIELDING –**
 - i. No fielders within **15** metres of the batters end stumps or 15mtrs of each other. (except wicketkeeper)
 - ii. Players are to rotate in a clockwise direction at the end of each over, if there are more than 6 players the bowler will rotate off the field after completing the over.

COACHES

- i. Umpire at the Bowling End whilst their Team Bowls, allows for instruction of bowling techniques and speedier bowling changes at end of over.
- ii. Coaches/ Managers are able to instruct players whilst the game is in play or umpiring however this instruction must not slow the game down
- iii. Parents can be on the field, 1 on either side of wicket to assist in fielding instruction and positioning

3. WET WEATHER/HEAT

- a. Club Junior Co-ordinator and the Home Team Coach will determine if play is possible
- b. Wet Weather notifications will be posted on Facebook when information comes to hand
- c. LIGHTNING RULE – If a clap of Thunder occurs within 30 seconds of a Lightning Flash, play must be stopped for 30 minutes. Play cannot resume until this does not occur. The same rules will apply to any lightning flash after the initial flash.

