

HCA CLUB CHAMPIONSHIP

Playing Conditions



YEAR 4

1. Team Composition

Maximum 8 players per team.

Players should be in school Year 4 or younger at the beginning of the season.

Mixed teams are allowed. Girls are allowed to play down a year, so they could be in Year 5 at the beginning of the season.

2. Hours of play

9.00 am to 10.50 am.

Toss should occur no later than 8.45 am.

4 innings game – 8 overs per innings (2 partnerships x 4 overs each)

If 16 overs are not bowled by 9.50 am play should continue with time made up by not having a break. Should the first innings not be completed by 9.55 am, the second innings will be reduced by 1 over for every 3 minutes past 9.55 am that is required.

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

3. Intervals

Maximum of 5 minutes between innings.

4. The Result

- The side which has scored the most runs in their complete innings will be deemed the winner
- If not live scored on CricHQ all results must be uploaded to CricHQ by Monday at 5 pm.

5. Length of Innings

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.

6. Pitch Length

14m. Encourage use of cones as markers to assist with wide calls.

7. Boundaries

30m.

- The boundary should be measured from the batter's end.
- The boundary to be marked by cones or flags.

8. Ball

A Star Junior Red Ball. The match ball does not have to be new, but umpires must agree that it is fit for play.

9. Declarations

Not allowed.

10. Weather Affected Matches

Game is called off, and the game is recorded as a draw, unless mutually agreed between coaches to reschedule the match

11. Batting

- The batting 8 must be named prior to 9.00 am.
- Batters bat in 4 over partnerships.
- 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 overs partnership is completed.
- Plastic Bats are NOT allowed at Y4. Batters must use wooden bats at this level

12. 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 an incrediball for this grade.

KEEPERS: can wear gloves in Y4

13. Stumpings and LBWs

No stumpings.

No LBWs. However umpires can insist that batsmen take stance on middle and leg.

14. Bowling

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

15. No balls / Wides

- Umpires must agree wide lines before the start of play.
- Any delivery which passes (or would have passed) above the batsman's shoulder, when

bounced once, is a no ball. There are no free hits.

- Any delivery which passes (or would have passed) above the batsman's waist of the full (full toss), is a no ball. There are no free hits.
- There shall be no restriction on the number of wides or no-balls which may be called in an over, but maximum 8 deliveries per over.

16. Double Bounce Rule

Normal cricket Law applies. Called a no ball if the ball, without having touched the bat or person of the striker, bounces more than twice, or rolls along the ground, before reaching the popping crease.

17. 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 wicketkeeper.
- No player may field within 15m of the bat except the wicketkeeper.

18. Wicket Keeping

Two wicketkeepers are to be used during an innings. Wicketkeepers should be changed at the 8 over point to ensure that the match is not unduly delayed. Each wicketkeeper must bowl one over.

Wicket keepers must not stand up to stumps.

Wicket Keeping Gloves are optional in Year 4 grade due to the heavier ball being used

19. 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.

20. Uneven Team Numbers

- A team may bat players twice if they have less than 8 players but returning batters must be returned in ascending order i.e. the lowest scoring batter (dismissed or retired) must return first and so on.
- The batting team must provide up to 2 players if requested to assist with fielding. These players may be rotated as the need arises.

21. Replacement Players

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

22. Championship Points

Win = 2 points

Tie or No Result = 1 point

Loss = 0 points

Bye = 2 points