**Western Districts Schoolchildren’s Cricket Association**

**Action Grade Rules**

This page contains the rules for Action Grade games.

A copy of these rules are to be held by all Clubs, Schools Action Grade Coach’s & Team Manager’s. It is recommended that parents of players also take the time to study and understand these rules.

**PLAYING CONDITIONS — ACTION CRICKET**

**Softball and Hard Ball**

**Eligibility**

The Action Grade is intended for teams of young or novice players and is restricted to teams consisting of any players (girls or boys) **up to Year 4** (Softball up to year 3). It is especially aimed at players moving up from Midget Cricket.

**Competition Format**

The Season commences in October and concludes in March on the weekend before schools close.

**Match Format**

Matches are one (1) innings each. Innings are limited by overs. Each match is of two hours fifteen minutes duration. Each innings is sixteen (16) overs.

**Compulsory Declaration**

There is no compulsory declaration in this grade. Note however that the match **must end by 11.15 am**.

**Balls per Over**

There shall be six (6) balls per over.

**Number of Players**

Each team shall have **max 10 players** (decision to be made by teams on pitch), **min 5 players** otherwise game in forfeited by the team who has less than 5 players. and teams can play friendly.

**Start Time**

Softball/Hardball 9am game start, toss at 8.45am and game must start by 9.15am at latest.

**Pitch Length**

The length of pitches for Juniors is eighteen (16) metres. On full size (20.12m) pitches, the location of the stumps and crease shall be adjusted to create an 18m pitch. Freestanding stumps are recommended, chalk, flat cones, tape, etc can be used to create crease, etc.

**Bowling Restrictions**

Each player shall bowl two (2) overs (making a 16 over innings).

**Wides**

Only **two (2) wides in each over will be counted** as runs to the batting side. No extra balls are to be bowled when wide balls have been called. Each wide is worth two runs. If batsmen ‘run’ on a wide delivery they do not accrue those runs in addition to the ‘penalty runs’ (2 or 4 if the ball passes the boundary). If a pair manage to run three runs on a wide they should get the three (NOT the three runs plus the penalty 2 runs).

If the bowler bowls the ball so high over or so wide of the wicket that, in the opinion of the umpire it passes out of reach of the striker, standing in a normal guard position, the umpire shall call and signal ‘wide ball’ as soon as it has passed the line of the striker’s wicket.

The umpire shall not adjudge a ball as being wide if the striker, by moving from his guard position, causes the ball to pass out of his reach.

NOTE: This is the Law in ordinary cricket. The TV one day cricket rule for leg side does NOT apply.

**No Balls** (**Hardball Only**)

No Balls shall only be called:

* a full pitched ball above the batsman’s waist
* more than five players on the leg side
* more than 2players behind square leg

Action Grade bowlers are to be encouraged to concentrate on their bowling action, rather than the position of their feet in relation to the crease**. If a bowler has trouble reaching the batter, the umpire is to allow the bowler to bowl from a closer distance.**

**LBW**

The LBW law is NOT applied.

**10 Metres Rule (Fielding restriction)**

The ONLY players allowed within ten (10) metres of the batsman are the wicket keeper and slips fielders. (This is a New Zealand Cricket Council recommendation for Under 16 Grades and below.)

The rule IS TO BE STRICTLY OBSERVED in the interests of safety for the children.

**Batting Rules**

Players bat in pairs, each pair batting for four (4) overs.

Batsmen are only required to run the length of the **modified** pitch.

**When a player is dismissed, he shall remain batting, but the striker and non-striker shall change ends. Batsmen can be dismissed bowled; caught; hit-wicket; run-out.**

Note

The umpire or coach has discretion to rotate the strike mid-over to ensure that both batsmen have a fair share of the strike.

**Hardball**

Full protective gear must be worn, including pads, box gloves and helmet.

**Softball**

Players must wear a minimum of one facing pad (R/H players shall pad the left leg, L/H players pad Right Leg.) Players must wear full batting gloves – 2 gloves each. Wicket Keeper to wear a helmet.

**Scoring**

The score starts with 100 runs.

Runs are added as in ordinary cricket.

Five (5) runs are deducted for each wicket.

**Determination of Result**

*Win:*

The team with the highest score is the winner.

*Tie:*

If the score is exactly tied at the end of the match, the result is a tie.

**Points**

Win 5 points, Tie/Bye 3 points, Loss 0 points.

**Drinks Intervals**

With each team expected to bowl twenty overs per hour a drinks interval should be take at the changeover of innings.