

# CONTENTS

Junior Cricket Club Contacts.....	2-3
Cricket Wellington Staff .....	4
Grounds Directory .....	5-6
Playing Conditions and Recommendations.....	7-9
Club Officials.....	10
Junior Cricket Player and Parent Charter .....	11
Premier Grade Playing Conditions.....	12
Colts Grade Playing Conditions.....	13
Under 14 Grade Playing Conditions .....	14
Under 12 Grade Playing Conditions .....	15
Under 11 Grade Playing Conditions .....	16
Under 10 Hardball Grade Playing Conditions .....	17
Under 10 Softball Grade Playing Conditions.....	18
Under 9 Grade Playing Conditions .....	19
MILO Kiwi Under 8 Grade Playing Conditions.....	20
MILO Kiwi Under 7 Grade Playing Conditions.....	21
MILO Have a Go Cricket .....	22
Girls Hardball Grade Playing Conditions.....	23
Girls Quikhit Under 14 Grade Playing Conditions .....	24
Girls Quikhit Under 10 Grade Playing Conditions .....	25
Umpires Code of Conduct.....	26
Tips for new Umpires.....	27-28
Table of Dismissals .....	29
Fielding Positions .....	30
No – Ball .....	31
Bowler foot-faults .....	32-33
Run-out .....	34
Leg Before Wicket .....	35
Umpire Signals.....	36
Coach Education Schedule 2009.....	37
High Performance Programme 2009-10 .....	38-39
Black Caps Schedule 2009-10 .....	40
Championship Programme 2009/10 .....	41
Shield Programme 2009/10 .....	41
HRV Twenty20 2009/10.....	42
Womens League 2009/10 .....	42
Womens Twenty20 2009/10.....	43
White Ferns Schedule 2009-10-07.....	43



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# GROUNDS DIRECTORY

## WELLINGTON

Alex Moore Park  
Anderson Park  
Ben Burn Park  
Churton Park  
Grenada North Park  
Grenada North  
Happy Valley Park  
Ian Galloway Park  
Karori Park  
Kelburn Park  
Kilbirnie Park  
Kilbirnie  
Liardet Street  
Linden Park  
Linden West Park  
MacAlister Park  
Melrose Park  
Miramar Park  
Nairnville Park  
Newlands Park  
Prince of Wales Park  
Tanera Park  
Seatoun Park  
Wakefield Park  
Wilton Park

Bannister Avenue, Johnsonville  
Botanical Gardens, Tinakori Road, Thorndon  
Campbell Street, Karori  
Halswater Drive, Churton Park  
Junction of Jamaica Drive and Caribbean Drive,  
  
Happy Valley Road, Owhiro Bay  
Curtis Street, Wilton  
Karori Road, Karori  
Salamanca Road, Kelburn  
Junction of Evans Bay Road and Kilbirnie Crescent,

Liardet Street, Berhampore  
Gee Street, Tawa  
Gee Street, Tawa  
Adelaide Road, Newtown  
Sutherland Crescent, Melrose  
Darlington Road, Miramar  
Lucknow Terrace, Khandallah  
Newlands Road, Newlands  
Salisbury Terrace, Mt Cook  
Laura Avenue, Brooklyn  
Ludlam Street, Seatoun  
Adelaide Road, Berhampore  
Wilton Road, Wilton

## PORIRUA

Adventure Park  
Endeavour Park  
Elsdon Park  
Kura Street Park  
Ngatitua Domain  
Papakowhai School  
Postgate Park  
Plimmerton School  
Pukerua Bay School

Discovery Drive, Whitby  
Albatross Close, Whitby  
Titahi Bay Road, Porirua  
Kura Street, Titahi Bay  
Pascoe Avenue, Paremata  
Spey Place, Papakowhai  
Postgate Drive, Whitby  
School Road, Plimmerton  
Rawhiti Road, Pukerua Bay



## HUTT VALLEY

Bishop Park  
Bryan Heath Park  
Delaney Park  
HW Shortt Rec  
Fraser Park  
Harcourt Park  
Heretaunga Park  
Hutt Rec  
Maidstone Park  
Naenae Park  
Petone Rec  
Richard Prouse Park  
Sladden Park  
Te Whiti Park  
Totara Park School  
Trafalgar Park  
Trentham Memorial Park  
Wellesley College  
Whakatiki Street Park

Marine Parade, Eastbourne  
Fitzherbert Road, Wainuiomata  
George Street, Stokes Valley  
Tuatore Street, Eastbourne  
Taita Drive, Taita  
Norbert Street, Upper Hutt  
Kiwi Street, Silverstream  
Myrtle Street, Lower Hutt  
Park Street, Upper Hutt  
Seddon Street, Naenae  
Udy Street, Petone  
Hine Road, Wainuiomata  
Bracken Street, Petone  
Whites Line East, Lower Hutt  
California Drive, Upper Hutt  
Trafalgar Street, Lower Hutt  
Barton Road, Heretaunga  
Main Road, Days Bay  
Whakatiki Street, Upper Hutt



# PLAYING CONDITIONS & RECOMMENDATIONS

## 1. GRADES

Junior club cricket will consist of the following grades. **Where ages are mentioned, they are as at September 1, 2009**

- MILO Have A Go:** Children up to the age of 6. An introductory programme designed for beginners, incorporating high participation with skill development
- MILO Kiwi:** Children under 7. MILO Kiwi can also be played on Friday evenings either within a club set up or against other clubs.
- Under 8:** Children under 8 playing a formal game of cricket with a soft ball.
- Under 9:** Children under 9 playing a formal game of cricket with a soft ball.
- Under 10:** Children under 10 moving for the first time into hardball cricket and using pads, gloves, protectors etc. An under 10 softball grade has been offered for children who are not ready for hardball cricket.
- Under 11:** Children under 11.
- Under 12:** Children under 12.
- Colts:** Children over 12, under 14 and at primary school. A pre-Christmas grade in which teams comprise players who will be playing in Premier grade in the New Year, often supplemented by a few players who will be leaving primary school for college in the New Year.
- Premier:** Children over 12, under 14 and at primary school. The best players in the club, generally but not exclusively Year 8 children.
- Under 14:** Children over 12, under 14 and at primary school.
- Girls Quikhit Under 10:** Girls under 10 playing a formal game of cricket with a softball.
- Girls Quikhit Under 14:** Girls under 14 playing a formal game of cricket with a softball.
- Girls Hardball:** Girls over 10 and at primary school playing a formal game of cricket with a hardball and using pads, gloves etc.
- Girls Youth Grade:** Girls under 18 playing a formal game of cricket with a hardball using pads, gloves etc. This grade is designed to fill the gap between Senior woman's and junior girls cricket. This grade will operate under the senior club banner but will involve liaison with junior clubs.

Clubs should use the above guidelines so even competition is achieved. Age is the main criterion, but clubs should be conscious of late starters and above-average players. If a club feels a player is not ready for a certain grade then that player can be entered in a team a year below the grade recommended. Also clubs, most probably smaller clubs, can play older children in younger grades if a team of suitably aged children cannot be achieved. This allowance is applicable on the proviso that these older children do not dominate games.

There should be no streaming of club teams below Colts grade. Colts and Premier teams should be picked on ability. Every other team fielded by a club should contain players of mixed abilities.



## 2. SEASON DATES

Start and finish dates for the 2009-10 season are as follows:

Pre-Christmas 2009: Start October 31  
Finish December 19

New Year 2010: Start January 30  
Finish March 27

**Please note:** It is the coach or managers responsibility to ensure all matches start on time. This may help avoid clashes with adult matches later in the morning.

## 3. RESULTS

All coaches or managers of Premier, Colts and Girls Youth grade teams are to complete and send score sheets to Cricket Wellington by 9.30am on a Monday following a match either by email to [i.smith@firebirds.co.nz](mailto:i.smith@firebirds.co.nz) or fax 04 384-3498 (Attn: Club Cricket Coordinator).

Scoresheets are held by junior club convenors or available at [www.cricketwellington.co.nz](http://www.cricketwellington.co.nz)

## 4. GIRLS CRICKET

Four girls only grades will be run in the 2009-10 season. The two girl's softball grades will be named Quikhit and will be provided for girls aged under 10 and under 14, and the girl's hardball grade is for girls over 10.

**Under 14 girls can continue to play for their club in Term 1 of Year 9.** The purpose of having girl's only grades is in recognition of the increased likelihood of girls remaining involved in cricket if they play with their peers and are not subject to isolation or hassling from boys in mixed teams as they progress through the grades of junior cricket.

Girls can start off playing with boys in the MILO Have A Go and MILO Kiwi grades and have the option of continuing with mainly boy's teams or becoming involved in the girl's only grades.

Girls can play in boy's teams and it may be that exceptional girl cricketers will benefit from this. Clubs that are unable to enter in a girls grade, can include girls in boys teams up to and including two grades below their age grade, i.e. a girl who is under 11 can play in an under 9 team.

This season sees the introduction of a Girls Youth Grade for under 18 girls. It is hoped that this grade will fill the gap between junior girls and senior woman's cricket providing a clear pathway for girls playing the game. Communication is needed between junior and senior clubs to ensure that this transition is successful.

Clubs are encouraged to form girl's only teams.

## 5. HELMETS AND MOUTHGUARDS

The use of a helmet by batsmen in all hardball grades is mandatory. The use of a mouthguard or helmet or both by wicketkeepers in all hardball grades is mandatory.



## 6. CODE OF CONDUCT

The code of conduct procedure and code of conduct reporting form are available on the Cricket Wellington website or from your junior club convenor. Incident reports must be sent to Ian Smith at Cricket Wellington within 48 hours of the incident taking place.

## 7. TEAM NAMES

Sponsorship of teams is encouraged. However, ensure the team name, including the club name, is not longer than three words. Team names are to be a maximum of 24 characters, including spaces, club name and sponsors.

## 8. CONSIDERATION FOR SENIOR CRICKETERS

So that there are no disputes with senior club cricketers

- i. Junior matches on grounds which Premier and Senior 1 are scheduled to commence at 11.00am have until 10.40am to complete their match.
- ii. Junior matches on grounds which Senior 2 and 3 are scheduled to commence at 12.00pm have until 11.40am to complete their match.

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. If there is no agreement games will have to finish as in i. and ii. above.

## 9. CRICKET BALL GUIDELINES

### Premier grade:

142g Kookaburra Red King or Kookaburra Crown ball. A new ball is to be used every game. Teams failing to do so will see any points received from the match in question deducted regardless of the result and the opposition picking up maximum points.

### Under 10 - Colts grade:

Colts grade: 142g Kookaburra Crown, Cambridge or Regent ball

### MILO Kiwi - Under 9 grade:

Junior sized Kookaburra Supasoft ball, Incrediball or Gray Nicholls Wonderball.



# CLUB OFFICIALS

- The over-riding principle is that the game is for the children, NOT coaches or spectators.
- There should be NO streaming of club teams below Colts grade. Colts and Premier teams should be picked on ability. Every other team fielded by a club should contain players of mixed abilities. Better players should learn to assist and encourage players not as good, and players of lesser ability should note the performances and techniques of better players and learn from them.
- While it is important to try to win matches, the desire for a victory should never come before ensuring that all players are made to feel included in every game.
- Children should never be shouted at, abused or unduly pressured by coaches.
- Guidelines for grade age-groupings are presented here. These are not to be abused. If a club feels a player is not ready for a certain grade, perhaps because he/she has not played cricket before, then that player can be entered in a team one year below the grade recommended. Older players are not to be played in teams under their age simply as a means of strengthening a team.
- A coach's success should be measured by the involvement and enjoyment of the players, not the winning and losing of the game. A coach's aim should be for the players to want to play cricket next week and next season.
- Coaches are to ensure that their teams do not over appeal. Encourage appeals only from fielders in a position to judge accurately.
- Where there is a clash between a junior and an adult match, either because of the junior game running over time or a scheduling double up, the adult match takes priority. (refer to consideration for senior cricketers on page 9)
- Coaches must deal with bad behaviour and unsporting actions by children without delay. The matter should be discussed immediately with the offending child's parents.



# JUNIOR CRICKET PLAYER & PARENT CHARTER

(Abbreviated from the Cricket Wellington Junior Code of Conduct)

All players and parents are required to read this Charter

## PLAYER

- Enjoy participating in junior cricket
- Be prepared properly for participation in junior cricket
- Participate at a level commensurate with their age, ability, maturity and interest
- Participate according to the rules, play hard but fairly and safely within the spirit of the game
- Enjoy the satisfaction of achievement, success and belonging
- Display sportsmanship and team work, tolerate differences, and acknowledge good performance, whether by team mates or opponents
- Experience skilled, qualified and sensitive leadership by coaches
- Cooperate and show respect for the coach, team mates, opponents, officials and parents
- Accept and abide by the decisions of officials without dissent. If necessary, let the captain or coach seek clarification
- Have opportunities to contribute to leadership and decision-making roles in the team and the competitions in which they participate
- Have access to and use suitable, good quality equipment and facilities

## PARENT

- Encourage their children if they are interested in participating in junior cricket, without forcing them to play
- Remember children are involved in junior cricket for their own enjoyment not for that of adults
- Encourage children to play hard but always play by the rules
- Focus on effort, skill development and performance rather than on the outcome
- Praise children for the good things they do rather than criticise them for making mistakes or losing
- Lead by example and display good sportsmanship for children to copy
- Acknowledge good performance by the players in both teams
- Be courteous in communication with players, coaches and administrators
- Respect officials decisions and teach children to do the same
- Recognise the value and importance of volunteer coaches and administrators and show appreciation and support for the time, effort and resources they put into junior cricket. Without them children could not participate.

**Player and Parent behaviour is governed by the Junior Code of Conduct**

**For more information on the Junior Code of Conduct please visit [www.cricketwellington.co.nz/content/clubs/handbooksforms/landing.aspx](http://www.cricketwellington.co.nz/content/clubs/handbooksforms/landing.aspx)**

**In a rare instance of a player or parent breaching the Code, Cricket Wellington reserves the right to call a Code of Conduct Hearing that may result in the following:**

- **A reprimand**
- **A fine not exceeding \$100**
- **A suspension from club and/or representative play**



# PREMIER GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 40 overs each side. Games should be completed by 1:40pm
3. A 142g Kookaburra Red King or Kookaburra Crown two-piece cricket ball is to be used. A new ball must be used in every Premier grade game.(refer to page 9)
4. A full-length (22 yards or 20.12m) pitch is to be used.
5. Teams can be 11 or 12 aside. Once a team has lost 10 wickets, it is considered dismissed. Therefore, for the 12th player to bat, one batter must have retired. Substitute fielders to be rotated with only 11 players on the field at a given time.
6. First innings ends at 11.00 am at the latest. If less than 40 overs have been bowled by then, the number of completed overs will be the length of the second innings.
7. There is a 10-minute break between innings.
8. The coaches of both teams must agree to continue playing after the game has been won/lost for the game to continue.
9. Players must retire at the end of the over in which they reach 50. The coach has the option of retiring players after they have batted at least 20 overs. Retired batters can resume their innings, in the order they retired, after all other batters are dismissed or retired.
10. Bowlers are permitted a maximum of 8 overs each. No medium pace bowler can bowl more than 5 overs in any one spell.
11. Overs to be a maximum of eight balls, no matter how many wides and/or no balls they include.
12. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (when the wicketkeeper misses the ball) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
13. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batsman hits the ball it is not a wide.
14. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
15. A no ball shall be called by the square leg umpire if, after the ball is bowled, it bounces at least twice before reaching the popping crease. (The popping crease is the line 1.22m in front of the stumps). If the delivery does not reach the batter, he/she is allowed to have one free hit at the ball.
16. A no ball shall be called, as per the rules of cricket, if the bowler infringes the front or back foot rules when delivering the ball.
17. There are LBW's, back foot only (refer to page 35).
18. No fielders except the wicketkeeper and the off side slips are permitted within 10 metres of the facing batter.
19. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 45-50 metres.
20. Batters and wicketkeepers must wear two pads, protectors and gloves. Batters must wear a helmet. Wicketkeepers must wear either a helmet and/or a mouthguard.



# COLTS GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 35 overs each side. Games should be completed by 12:50pm
3. A 142g two-piece cricket ball is to be used.
4. A full length (22 yards or 20.12m) pitch is to be used.
5. Teams can be 11 or 12 aside. Once a team has lost 10 wickets, it is considered dismissed. Therefore, for the 12th player to bat, one batter must have retired. Substitute fielders to be rotated with only 11 players on the field at a given time.
6. There is a 10-minute break between innings.
7. The coaches of both teams must agree to continue playing after the game has been won/lost for the game to continue.
8. Players must retire at the end of the over in which they reach 30. The coach has the option of retiring players after they have batted at least six overs. Retired batters can resume their innings, in the order they retired, after all other batters are dismissed or retired.
9. Bowlers are permitted a maximum of seven overs each. No medium pace bowler can bowl more than 5 overs in any one spell.
10. Overs to be a maximum of eight balls, no matter how many wides and/or no balls they include.
11. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (when the wicketkeeper misses the ball) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
12. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batsman hits the ball it is not a wide.
13. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
14. A no ball shall be called by the square leg umpire if, after the ball is bowled, it bounces at least twice before reaching the popping crease. (The popping crease is the line 1.22m in front of the stumps). If the delivery does not reach the batter, he/she is allowed to have one free hit at the ball.
15. A no ball shall be called, as per the rules of cricket, if the bowler infringes the front or back foot rules when delivering the ball but only after the bowler has received a warning.
16. There are LBW's, back foot only (refer to page 35). Batters get one warning before being given out LBW. Coaches should discuss before the game.
17. No fielders except the wicketkeeper and the off side slips are permitted within 10 metres of the facing batter.
18. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 40-45 metres.
19. Batters and wicketkeepers must wear two pads, protectors and gloves. Batters must wear a helmet. Wicketkeepers must wear either a helmet and/or a mouthguard.



# UNDER 14 GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 30 overs each side.
3. A 142g two-piece cricket ball is to be used.
4. A full length (22 yards or 20.12m) pitch is to be used.
5. Teams can be 11 or 12 aside. Once a team has lost 10 wickets, it is considered dismissed. Therefore, for the 12th player to bat, one batter must have retired. Substitute fielders to be rotated with only 11 players on the field at a given time.
6. There is a 10-minute break between innings.
7. The team batting last is to continue batting until its 30 overs are completed or until it has been dismissed. Passing of the opposition's total does not signal the end of the game.
8. Players must retire at the end of the over in which they reach 30. The coach has the option of retiring players after they have batted at least six overs. Retired batters can resume their innings, in the order they retired, after all other batters are dismissed or retired.
9. Bowlers are permitted a maximum of five overs each.
10. Overs to be a maximum of eight balls, no matter how many wides and/or no balls they include.
11. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (when the wicketkeeper misses the ball) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
12. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batsman hits the ball it is not a wide.
13. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
14. A no ball shall be called by the square leg umpire if, after the ball is bowled, it bounces at least twice before reaching the popping crease. (The popping crease is the line 1.22m in front of the stumps). If the delivery does not reach the batter, he/she is allowed to have one free hit at the ball.
15. A no ball shall be called, as per the rules of cricket, if the bowler infringes the front or back foot rules when delivering the ball but only after the bowler has received a warning.
16. There are LBW's, back foot only (refer to page 35). Batters get one warning before being given out LBW. Coaches should discuss before the game.
17. No fielders except the wicketkeeper and the off side slips are permitted within 10 metres of the facing batter.
18. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 40-45 metres.
19. Batters and wicketkeepers must wear two pads, protectors and gloves. Batters must wear a helmet. Wicketkeepers must wear either a helmet and/or a mouthguard.



# UNDER 12 GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 30 overs each side.
3. A 142g two-piece cricket ball is to be used.
4. A full-length (22 yards or 20.12m) pitch is to be used.
5. Teams can be 11 or 12 aside. Once a team has lost 10 wickets, it is considered dismissed. Therefore, for the 12th player to bat, one batter must have retired. Substitute fielders to be rotated with only 11 players on the field at a given time.
6. There is a 10-minute break between innings.
7. The team batting last is to continue batting until its 30 overs are completed or until it has been dismissed. Passing of the opposition's total does not signal the end of the game.
8. Players must retire at the end of the over in which they reach 30. The coach has the option of retiring players after they have batted at least six overs. Retired batters can resume their innings, in the order they retired, after all other batters are dismissed or retired.
9. Bowlers are permitted a maximum of five overs each.
10. Overs to be a maximum of eight balls, no matter how many wides and/or no balls they include.
11. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (when the wicketkeeper misses the ball) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
12. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batsman hits the ball it is not a wide.
13. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
14. A no ball shall be called by the square leg umpire if, after the ball is bowled, it bounces at least twice before reaching the popping crease. (The popping crease is the line 1.22m in front of the stumps). If the delivery does not reach the batter, he/she is allowed to have one free hit at the ball.
15. A no ball shall be called, as per the rules of cricket, if the bowler infringes the front or back foot rules when delivering the ball but only after the bowler has received a warning.
16. There are LBW's, back foot only (refer to page 35). Batters get one warning before being given out LBW. Coaches should discuss before the game.
17. No fielders except the wicketkeeper and the off side slips are permitted within 10 metres of the facing batter.
18. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 40-45 metres.
19. Batters and wicketkeepers must wear two pads, protectors and gloves. Batters must wear a helmet. Wicketkeepers must wear either a helmet and/or a mouthguard.



# UNDER 11 GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 30 overs each side.
3. A 142g two-piece cricket ball is to be used.
4. A full length (22 yards or 20.12m) pitch is to be used.
5. Teams can be 11 or 12 aside. Once a team has lost 10 wickets, it is considered dismissed. Therefore, for the 12th player to bat, one batter must have retired. Substitute fielders to be rotated with only 11 players on the field at a given time unless both coaches agree that both teams will field 12 players.
6. There is a 10-minute break between innings.
7. The team batting last is to continue batting until its 30 overs are completed or until it has been dismissed. Passing of the opposition's total does not signal the end of the game.
8. Players must retire at the end of the over in which they reach 30. The coach has the option of retiring players after they have batted at least six overs. Retired batters can resume their innings, in the order they retired, after all other batters are dismissed or retired.
9. Bowlers are permitted a maximum of four overs each. All players must bowl at least one over each.
10. Overs to be a maximum of six balls, no matter how many wides and/or no balls they include.
11. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (when the wicketkeeper misses the ball) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
12. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batsman hits the ball it is not a wide.
13. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
14. A no ball shall be called by the square leg umpire if, after the ball is bowled, it bounces at least twice before reaching the popping crease. (The popping crease is the line 1.22m in front of the stumps). If the delivery does not reach the batter, he/she is allowed to have one free hit at the ball.
15. A no ball shall be called, as per the rules of cricket, if the bowler infringes the front or back foot rules when delivering the ball but only after the bowler has received a warning.
- 15.1 Hutt Valley – Front foot no balls for competent bowlers only. If bowlers are clearly having trouble reaching the other end of the pitch on the first bounce, the umpire at the bowler's 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 closer to the batter. Coaches should discuss before the game.
16. There are LBW's, back foot only (refer to page 35). Batters get one warning before being given out LBW. Coaches should discuss before the game.
17. No fielders except the wicketkeeper and the off side slips are permitted within 10 meters of the facing batter.
18. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 35-40 metres.
19. Batters and wicketkeepers must wear two pads, protectors and gloves. Batters must wear a helmet. Wicketkeepers must wear either a helmet and/or a mouthguard.



# UNDER 10 HARDBALL GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 24 overs each side.
3. A 142g two-piece cricket ball is to be used.
4. An 18 metre pitch is to be used.
5. Teams can be 8 or 9 aside. Once a team has lost 7 wickets, it is considered dismissed. Therefore, for the 9th player to bat, one batter must have retired. Substitute fielders to be rotated with only 8 players on the field at a given time.
6. There is a 10-minute break between innings.
7. The team batting last is to continue batting until its 24 overs are completed or until it has been dismissed. Passing of the opposition's total does not signal the end of the game.
8. Players must retire at the end of the over in which they reach 25. The coach has the option of retiring players after they have batted at least four overs. Retired batters can resume their innings, in the order they retired, after all other batters are dismissed or retired.
9. Bowlers are permitted a maximum of four overs each. All players must bowl at least one over each. Bowling takes place from both ends
10. Overs to be a maximum of six balls, no matter how many wides and/or no balls they include.
11. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (when the wicketkeeper misses the ball) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
12. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batsman hits the ball it is not a wide.
13. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
14. A no ball shall be called by the square leg umpire if, after the ball is bowled, it bounces at least twice before reaching the popping crease. (The popping crease is the line 1.22m in front of the stumps). If the delivery does not reach the batter, he/she is allowed to have one free hit at the ball.
15. A no ball shall be called, as per the rules of cricket, if the bowler infringes the front or back foot rules when delivering the ball but only after the bowler has received a warning.
- 15.1 Front foot no balls for competent bowlers only. If bowlers are clearly having trouble reaching the other end of the pitch on the first bounce, the umpire at the bowler's 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 closer to the batter. Coaches should discuss before the game.
16. No fielders except the wicketkeeper and the off side slips are permitted within 10 metres of the facing batter. Slips must field an appropriate distance from the bat, as deemed safe by the umpire.
17. There are no LBW's.
18. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 35-40 metres.
19. Batters and wicketkeepers must wear two pads, protectors and gloves. Batters must wear a helmet. Wicketkeepers must wear either a helmet and/or a mouthguard.



# UNDER 10 SOFTBALL GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 20 overs each side.
3. A soft ball such as an Incrediball, Gray Nicholls Wonderball or Kookaburra Supersoft Ball must be used. The ball must be junior size.
4. An 18 metre pitch is to be used.
5. Each team is to consist of 8 players. More than 8 players can only be fielded with permission from the opposing coach.
6. There is a 10-minute break between innings.
7. The team batting last is to continue batting until its 20 overs are completed or until it has been dismissed. Passing of the opposition's total does not signal the end of the game.
8. Players must retire at the end of the over in which they reach 20. The coach has the option of retiring players after they have batted at least four overs. Retired batters can resume their innings, in the order they retired, after all other batters are dismissed or retired.
9. Bowlers are permitted a maximum of three overs each. All players must bowl at least one over each. Bowling takes place from both ends
10. Overs to be a maximum of six balls, no matter how many wides and/or no balls they include.
11. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (when the wicketkeeper misses the ball) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
12. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batsman hits the ball it is not a wide.
13. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
14. The two bounce no ball rule does not apply, and in this instance the batsman cannot be given out bowled.
15. There are no front foot 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 bowler's 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 closer to the batter.
16. No fielders except the wicketkeeper and the off side slips are permitted within 10 metres of the facing batter. Slips must field an appropriate distance from the bat, as deemed safe by the umpire.
17. There are no LBW's.
18. There are no stumpings.
19. For the first half of the season, i.e. up to Christmas 2009, batsmen cannot be dismissed first ball. For the second half of the season, i.e. in the New Year 2010, batsmen can be dismissed first ball.
20. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 35-40 metres.



# UNDER 9 GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 20 overs each side.
3. A soft ball such as an Incrediball, Gray Nicholls Wonderball or Kookaburra Supersoft Ball must be used. The ball must be junior size.
4. An 18 metre pitch is to be used.
5. Each team is to consist of 8 players. More than 8 players can only be fielded with permission from the opposing coach.
6. There is a 10-minute break between innings.
7. The team batting last is to continue batting until its 20 overs are completed or until it has been dismissed. Passing of the opposition's total does not signal the end of the game.
8. Players must retire at the end of the over in which they reach 20. The coach has the option of retiring players after they have batted at least four overs. Retired batters can resume their innings, in the order they retired, after all other batters are dismissed or retired.
9. Bowlers are permitted a maximum of three overs each. All players must bowl at least one over each. Bowling takes place from both ends
10. Overs to be a maximum of six balls, no matter how many wides and/or no balls they include.
11. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (when the wicketkeeper misses the ball) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
12. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batsman hits the ball it is not a wide.
13. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
14. The two bounce no ball rule does not apply, and in this instance the batsman cannot be given out bowled.
15. There are no front foot 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 bowler's 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 closer to the batter.
16. No fielders except the wicketkeeper and the off side slips are permitted within 10 metres of the facing batter. Slips must field an appropriate distance from the bat, as deemed safe by the umpire.
17. There are no LBW's.
18. There are no stumpings.
19. For the first half of the season, i.e. up to Christmas 2009, batsmen cannot be dismissed first ball. For the second half of the season, i.e. in the New Year 2010, batsmen can be dismissed first ball.
20. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 35-40 metres.



# MILO KIWI CRICKET UNDER 8 GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 16 overs each side.
3. Equipment comprises stumps (wooden or plastic), bats (wooden or plastic) and a soft ball such as an Incrediball, Gray Nicholls Wonderball or Kookaburra Supersoft Ball. The ball must be junior size.
4. A 16 metre pitch is to be used. If the pitch that has been drawn to be played on is too long, adjust its length.
5. Each team is to consist of 8 players. More than 8 players can only be fielded with permission from the opposing coach.
6. There is only a very short (about two minutes) break between innings.
7. Batters bat in pairs. Each pair receives four overs, no matter how many times they are out. Coaches/umpires should ensure that 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.
8. Bowlers bowl two overs each. Bowlers are to bowl from one end only.
9. Overs to be a maximum of six balls, no matter how many wides and/or no balls they include.
10. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (when the wicketkeeper misses the ball) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
11. A wide shall be called if the ball passes the facing batter off the pitch on either the off or on sides. If the batsman hits the ball it is not a wide.
12. 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.
13. The two bounce no ball rule does not apply, and in this instance the batsman cannot be given out bowled. If the ball does not reach the batter, he/she is allowed one free hit at the ball.
14. There are no front foot 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 bowler's 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 closer to the batter.
15. No fielders except the wicketkeeper and the off side slips are permitted within 10 metres of the facing batter. Slips must field an appropriate distance from the bat, as deemed safe by the umpire.
16. There are no LBW's.
17. There are no stumpings.
18. Hit wicket does not apply.
19. Fielders, including the temporary wicketkeeper, rotate clockwise after each over.
20. The batting team loses two runs for each dismissal.
21. There are no boundaries other than fences and neighbouring pitches etc, as one of the objects of MILO Kiwi Cricket is to encourage children to do as much running between the wickets as possible.
22. The winning team is that which has the highest total of runs, after deductions for dismissals have been taken into account.
23. Although children of this age may warrant extra attention or assistance, for the game's sake, the number of adults on the field should be kept to a minimum.



# MILO KIWI CRICKET UNDER 7 GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am
2. Games are 16 overs each side.
3. Equipment comprises stumps (wooden or plastic), bats (wooden or plastic) and a soft ball such as an Incrediball, Gray Nicholls Wonderball or Kookaburra Supersoft Ball. The ball must be junior size.
4. A 16 metre pitch is to be used. If the pitch that has been drawn to be played on is too long, adjust its length.
5. Each team is to consist of 8 players. More than 8 players can only be fielded with permission from the opposing coach.
6. There is only a very short (about two minutes) break between innings.
7. Batter bat in pairs. Each pair receives four overs, no matter how many times they are out. Coaches/umpires should ensure that 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.
8. Bowlers bowl two overs each. Bowlers are to bowl from one end only.
9. Overs to be a maximum of six balls, no matter how many wides and/or no balls they include.
10. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (when the wicketkeeper misses the ball) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
11. A wide shall be called if the ball passes the facing batter off the pitch on either the off or on sides. If the batsman hits the ball it is not a wide.
12. 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.
13. The two bounce no ball rule does not apply, and in this instance the batsman cannot be given out bowled. If the ball does not reach the batter, he/she is allowed one free hit at the ball.
14. There are no front foot 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 bowler's 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 closer to the batter.
15. No fielder except the wicketkeeper is permitted within 10 metres of the facing batter.
16. There are no LBW's.
17. There are no stumpings.
18. Hit wicket does not apply.
19. Fielders, including the temporary wicketkeeper, rotate clockwise after each over.
20. The batting team loses two runs for each dismissal.
21. There are no boundaries other than fences and neighbouring pitches etc, as one of the objects of MILO Kiwi Cricket is to encourage children to do as much running between the wickets as possible.
22. The winning team is that which has the most total runs, after deductions for dismissals have been taken into account.
23. Although children of this age may warrant extra attention or assistance, for the game's sake, the number of adults on the field should be kept to a minimum.



# MILO HAVE A GO CRICKET

This is an introductory programme for 5-6 year old boys and girls, and is designed for beginners, incorporating high participation with skill development. It provides an opportunity to have fun, to learn the fundamental batting, bowling and fielding skills of the game, 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 the MILO Have A Go cricket programme are:

1. To create an interest in the game of cricket
2. To teach children the basic skills of cricket through a planned progression of sessions so they can compete and enjoy the game
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

It is the responsibility of each club to run the MILO Have A Go programme at their club. Cricket Wellington Development staff are available to help parents of children in this programme organise and administer the set up of the programme.



# GIRLS HARDBALL GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 24 overs each side.
3. A 142g two-piece cricket ball is to be used.
4. A full length (22 yards or 20.12m) pitch is to be used.
5. Teams can be 8 or 9 aside. Once a team has lost 7 wickets, it is considered dismissed. Therefore, for the 9th player to bat, one batter must have retired. Substitute fielders to be rotated with only 8 players on the field at any given time.
6. There is a 10 minute break between innings.
7. The team batting last is to continue batting until its 24 overs are completed or until it has been dismissed. Passing of the opposition's total does not signal the end of the game.
8. Players must retire at the end of the over in which they reach 30. The coach has the option of retiring players after they have batted at least six overs. Retired batters can resume their innings, in the order they retired, after all other batters are dismissed or retired.
9. Bowlers are permitted a maximum of four overs each. Bowling takes place from both ends
10. Overs to be a maximum of six balls, no matter how many wides and/or no balls they include.
11. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (when the wicketkeeper misses the ball) or no balls (either from hits off the bat or byes/leg byes), those runs are to be added to the score as well. So, a no ball from which a batter scores a boundary would result in five runs to the batting team, four to the batter and one to extras.
12. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batsman hits the ball it is not a wide.
13. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
14. A no ball shall be called by the square leg umpire if, after the ball is bowled, it bounces at least twice before reaching the popping crease. (The popping crease is the line 1.22m in front of the stumps). If the delivery does not reach the batter, she is allowed to have one free hit at the ball.
15. There are no front foot 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 bowler's 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 closer to the batter.
16. No fielders except the wicketkeeper and the off side slips are permitted within 10 metres of the facing batter.
17. There are no LBW's.
18. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 35-40 metres.
19. Batters and wicketkeepers must wear two pads, protectors and gloves. Batters must wear a helmet. Wicketkeepers must wear either a helmet and/or a mouthguard.
20. Year 9 girls can play in the Girls Hardball grade in Term 1



# GIRLS UNDER 14 QUIKHIT GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 20 overs each side.
3. A soft ball such as an Incrediball, Gray Nicholls Wonderball or Kookaburra Supersoft Ball must be used. The ball must be junior size.
4. A 18 metre pitch is to be used.
5. Each team will consist of eight players. More than eight players can be fielded only with permission from the opposing coach.
6. There is only a very short (about 2 minutes) break between innings.
7. Players must retire at the end of the over in which they reach 20 or at the end of four overs at the crease if they haven't reached 20. Retired batters can resume their innings, in the order they retired, after all other batters have been dismissed or have retired.
8. Bowlers are permitted a maximum of three overs each. All players bowl at least one over. Bowling takes place from both ends
9. Overs to be a maximum of six balls, no matter how many wides and/or no balls they include.
10. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (e.g. byes) or no balls (either from hits off the bat, or byes/leg byes), those runs are too be added to the score as well. So, a no ball from which a batter hits a boundary would result in five runs to the batting team, four to the batter and one to extras
11. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batter hits the ball it is not a wide.
12. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
13. The two bounce no ball rule does not apply, and in this instance the batsman cannot be given out bowled. If a delivery does not reach the batter, she is permitted to have one free hit at the ball
14. There are no front foot or back foot no balls. If the 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 closer to the batter.
15. No fielders except for the wicket keeper and off side slips are permitted within 10 metres of the facing batter. Slips are to field a safe distance from the bat, as determined by the umpire.
16. There are no LBW'S.
17. There are no stumpings.
18. Batsmen cannot be given out first ball, but can be given out second ball even if the first ball faced was a wide, no ball or otherwise missed the bat.
19. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 35-40 metres.
20. Year 9 girls can play in the Under 14 Quikhit grade in Term 1



# GIRLS UNDER 10 QUIKHIT GRADE PLAYING CONDITIONS

1. Games begin at 8.30 am.
2. Games are 16 overs each side.
3. A soft ball such as an Incrediball, Gray Nicholls Wonderball or Kookaburra Supersoft Ball must be used. The ball must be junior size.
4. A 16-18 metre pitch is to be used.
5. Each team will consist of eight players. More than eight players can be fielded only with permission from the opposing coach.
6. There is only a very short (about 5 minutes) break between innings.
7. Players must retire at the end of the over in which they reach 20 or at the end of four overs at the crease if they haven't reached 20. Retired batters can resume their innings, in the order they retired, after all other batters have been dismissed or have retired.
8. All players bowl two over's. Bowlers are to bowl from one end only
9. Overs to be a maximum of six balls, no matter how many wides and/or no balls they include.
10. Wides and no balls count as an extra run to the batting side. If the batting team scores off wides (e.g. byes) or no balls (either from hits off the bat, or byes/leg byes), those runs are too be added to the score as well. So, a no ball from which a batter hits a boundary would result in five runs to the batting team, four to the batter and one to extras
11. A wide shall be called by the bowlers end umpire if the ball passes the facing batter more than 75% of the distance from the batter to the return crease on the off side of the wicket, or more than 50% of the distance from the batter to the return crease on the on side of the wicket. If the batter hits the ball it is not a wide.
12. A no ball shall be called by the square leg umpire if the ball passes over, or would have passed over, the shoulder of the batter on the bounce when the batter is in his/her normal stance, or when the ball passes over the waist, or would have passed over the waist, of the batter on the full when the batter is in his/her normal stance.
13. The two bounce no ball rule does not apply, and in this instance the batsman cannot be given out bowled. If a delivery does not reach the batter, she is permitted to have one free hit at the ball
14. There are no front foot or back foot no balls. If the 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 closer to the batter.
15. No fielders except for the wicket keeper and off side slips are permitted within 10 metres of the facing batter. Slips are to field a safe distance from the bat, as determined by the umpire.
16. There are no LBW'S.
17. There are no stumpings.
18. Batsmen cannot be given out first ball, but can be given out second ball even if the first ball faced was a wide, no ball or otherwise missed the bat.
19. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 30 metres.



# CODE OF BEHAVIOUR

## UMPIRES CODE OF BEHAVIOUR

All umpires should:

- Promote participation and enjoyment in junior cricket. Remember, junior cricketers play cricket for pleasure and winning is only part of the fun.
- Provide equal encouragement to all boys and girls who are participating.
- Acknowledge good performance by the players in both teams.
- The ability to make unbiased decisions irrespective of who the players or the teams are.
- Be consistent, objective and courteous when making decisions
- Be a good sport – actions speak louder than words
- Emphasise the spirit of the game rather than the errors
- Condemn unsporting behaviour and promote respect for all participants
- Remember, you set an example. Your behaviour and comments should be positive and supportive
- Place the safety and welfare of participants above all else
- Give all people a 'fair go' regardless of their gender, ability, cultural background or religion



# TIPS FOR NEW UMPIRES

## **Safety first**

Umpires are required by the club to help ensure the safety of players. This means enforcing the 10m rule around the batter. Batters in hardball games must wear helmets, pads, gloves and a box for boys.

Wicket-keepers must wear mouth-guards or boxes. Players who are hurt and cannot carry on should be rested or retired "Hurt".

## **Umpires are often coaches too**

Umpires at junior games should give a helping hand to a batter or bowler who is struggling. However this should not slow the game and should be consistent with the age and skill level of the players. Players at more senior levels (Premier, Colts and U14) should not be coached on the field. Umpires who are coaches may help the captain set a field but once again this should not slow the game down.

## **Agree the rules first!**

Umpires must discuss and agree the rules before the game. This is especially true for LBWs, the use of warnings, uneven team numbers, number of dismissals, etc.

## **Be consistent**

Umpires must strive to be as consistent and impartial as possible. The calling of Wides and No-balls is sometimes contentious if one umpire is more forgiving than the other. The risk of this happening is reduced by discussion between umpires before the game using scenarios to achieve clarity and consensus.

## **Be clear and demonstrative**

When calling and signaling be clear and demonstrative. Wait for the scorer's acknowledgement before stopping your signal. Many inexperienced umpires do not call "No-ball", "Wide", "Short run" and "Dead ball".

## **At the start**

Determine the action of the bowler e.g. "Right arm over" and inform the batter. If a bowler changes his approach e.g. goes around rather than over the wicket he must inform you first so you can inform the batter. If he fails to do this, call and signal "No ball".

Give the opening batter his guard e.g. "Centre" and inform the batter of the bowler's action.

At the start of the innings check that the batter, bowler and scorers are ready and call clearly "Play".

At any interval e.g. drinks, retain the ball in your pocket and after drinks make sure you resume at the correct end.

Count the balls in the over, the number of overs and number of dismissals

Most games will play 6 ball overs with a maximum of 8 balls. If more than 2 No-balls or Wides are bowled continue to call and signal them but count them as normal balls in the over.

## **At the fall of a wicket**

Also tell the new batter the number of balls left in the over.



## Who does what?

The umpire at square-leg is mainly responsible for calling and signaling No-balls based on height and double bounce. They will also judge run-outs at their end and stumpings. The square-leg umpire may help-out with other decisions e.g. caught behind decisions (i.e. "Did the ball carry?").

The bowler's end umpire judges foot-fault No-balls, LBW and will judge run-outs at their end (get move quickly to a side-on position that will not impede the throw-in). The bowler's end umpire will make most other decisions.

## A Wide and a No-ball is bowled

A No-ball will always precede a Wide by definition; hence the scorer will only score a No-ball. You cannot have both.

## Judging a boundary

Most junior games will not have a constant marked boundary and will use flags, cones or markers. Ask the fielder to signal when the ball has crossed the boundary or wait and ask them when they return.

## Dead ball (Law 23)

The ball is dead when:

- It finally settles in the hands of the keeper or bowler
- A boundary is scored
- A player is dismissed
- The umpire calls "over" or "time"
- The ball is lost
- It becomes trapped in the batter's (or umpires) clothing or gear, or a fielder's helmet
- The fielding side and both batters have ceased to regard the ball as 'in play'

Umpires shall signal "Dead Ball" when:

- The ball has become dead for one of the reasons above
- The umpire leaves his normal position, a player is badly hurt or unfair play occurs
- One or both bails fall before the bowler has delivered the ball
- The striker is not ready to play the ball and subsequently makes no effort to play it
- The striker is distracted by noise and steps back from the wickets
- The bowler drops the ball or does not let it go while attempting to bowl.

Umpires will call "Dead Ball" when it is necessary to inform the fielding side.

## Leg-byes (Law 26)

For a leg-bye to be given the batter must attempt a shot or try to avoid being hit. If they do neither then wait until the batters complete one run, call dead ball and send the striker back.

## Runners and Retired batters (Law 2)

A player cannot commence a game if already injured. If they need a runner the runner must have the same attire as the batter.

## Dispensing with the bails (Law 8 and 28)

If the day is windy umpires may dispense with the bails but it must be done at both ends. The umpire needs to determine that the stumps have been broken in order to make a decision. It is not necessary to remove a stump with the hands holding the ball.

# TABLE OF DISMISSALS

METHOD	WHICH UMPIRE?	CREDIT TO...	POSSIBLE OFF A...	APPLICABLE GRADES
Bowled	Bowler's end	Bowler	Fair delivery	All grades
Caught	Bowler's end	Bowler & fielder	Fair delivery	All grades
Handled the ball	Bowler's end	No-one	Fair delivery, wide and no-ball	All hardball grades
Hit the ball twice	Bowler's end	No-one	Fair delivery and a no-ball	All hardball grades
Hit-wicket	Striker's end	Bowler	Fair delivery and wide	All grades except MILO Kiwi
LBW	Bowler's end	Bowler	Fair delivery	Under 11, Under 12, Colts, Premier and Under 14
Obstructing the field	Bowler's end	No-one	Fair delivery, wide and no-ball	All hardball grades
Run-out	Respective end	No-one	Fair delivery, wide and no-ball	All grades
Stumped	Striker's end	Bowler & keeper	Fair delivery & a wide	All hardball grades
Retired	Bowler's end	No-one	Fair delivery, wide and no-ball	All grades

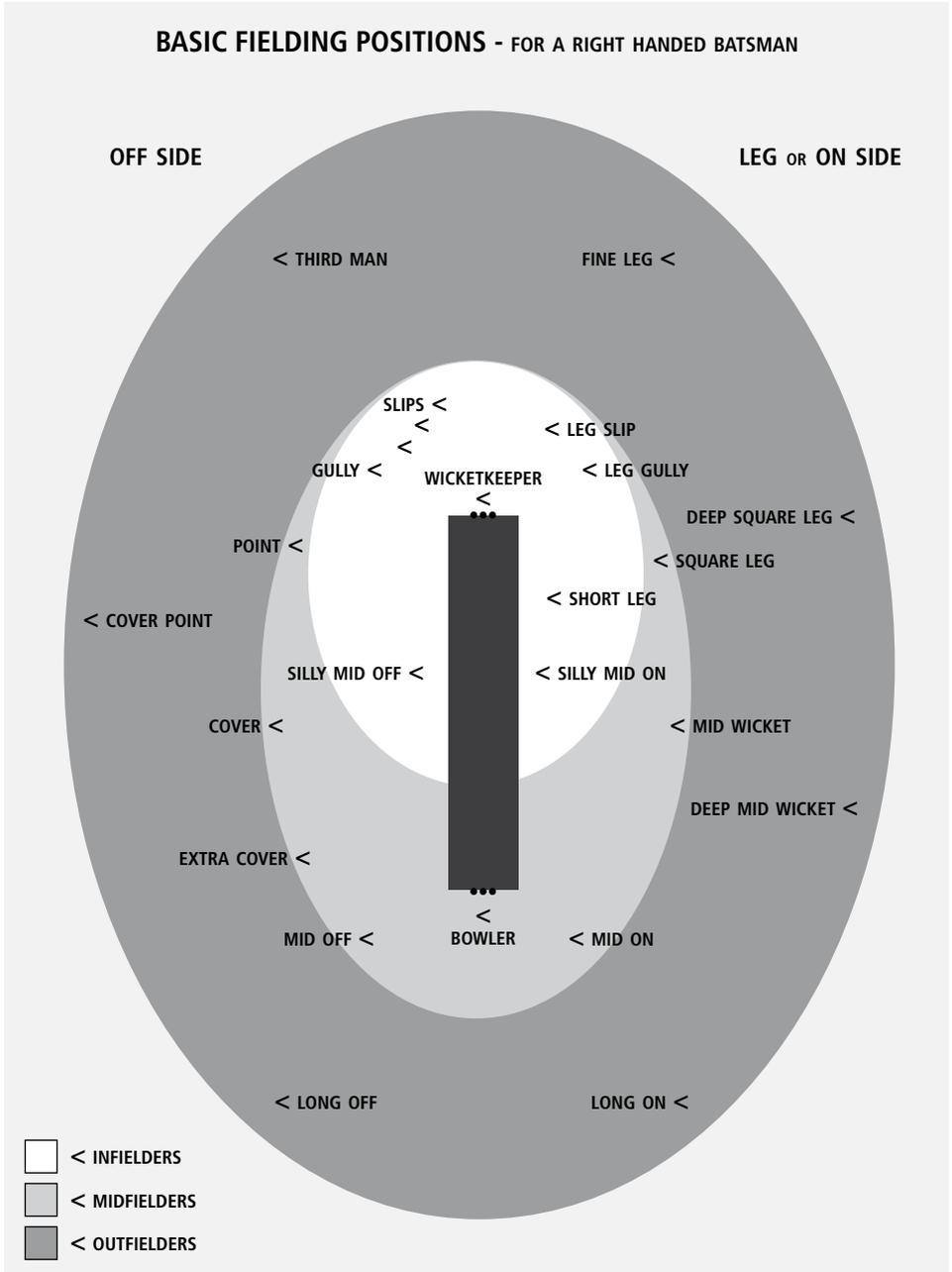
## N.B.

1. A batsman cannot be given out first ball in Girls Softball. The batsman can be given out first ball in Girls Hardball.
2. In MILO Kiwi cricket, pairs of batsmen bat for four overs regardless of how many times they go out.
3. In the Under 9 grade, for the first half of the season, i.e. up to Christmas 2009, **batsmen cannot be dismissed first ball.** For the second half of the season, i.e. in the New Year 2010, **batsmen can be dismissed first ball.**



# FIELDING POSITIONS

## BASIC FIELDING POSITIONS - FOR A RIGHT HANDED BATSMAN



# NO-BALL

A No-ball is a Bowling extra that is debited to the bowler, that either umpire considers to be unfair while the ball is being delivered e.g.

- A bowler failing to inform the umpire of his **mode of delivery** or **change of mode** before he delivers the ball
- A bowler **throwing the ball** as opposed to bowling the ball
- A bowler's **foot faults** – see **BOWLER FOOT FAULTS on page 32**
- The ball bounces **twice** before reaching the popping crease
- More than **2 fielders stationed behind square–leg**
- A fielder (not his shadow) **encroaches onto the pitch**

The penalty for a No-ball is:

- One run scored in addition to any runs scored or completed otherwise
- Another fair delivery must be made in the over (this applies only to under 12, under 14, colts, premier and girls youth grades)

No-ball negates the call of wide.



# BOWLER FOOT-FAULTS

During the delivery stride the bowler's front foot must have some part **grounded or raised** behind the Popping crease.

It is acceptable for part of the foot to land behind the crease and then slide over it.

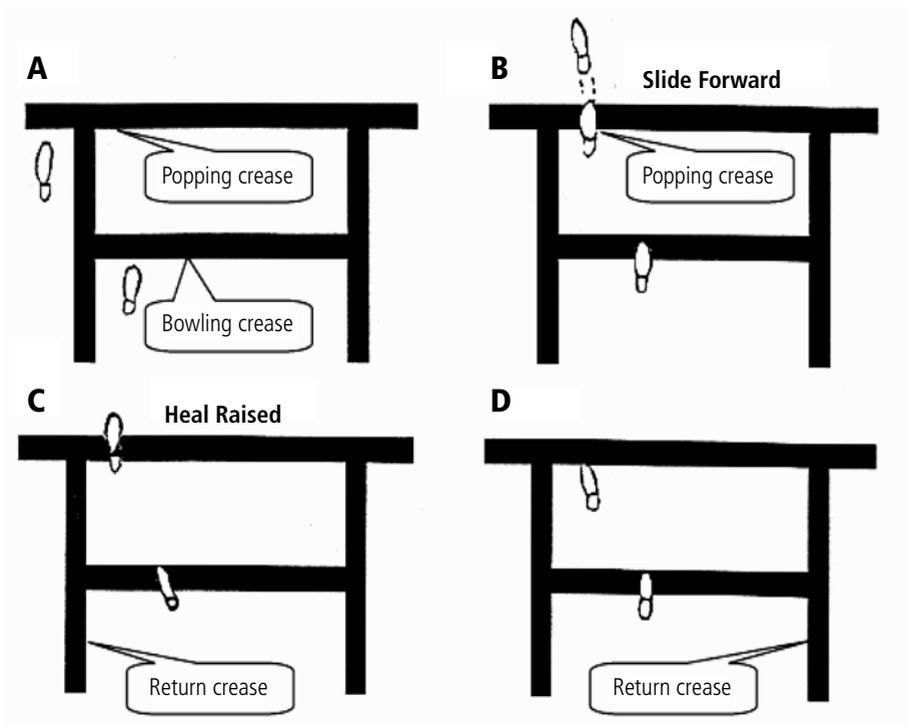
It is acceptable for part of the front foot to be raised over the crease without touching it even if it is outside the line of Return crease.

During the delivery stride the bowler's back foot must **land within and not touch** the Return crease.

Part of the back foot may be over the Return crease, but that part must be raised so it is **not actually touching the line**.

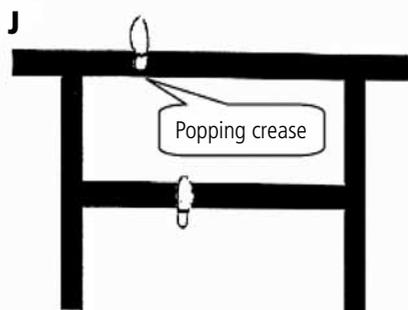
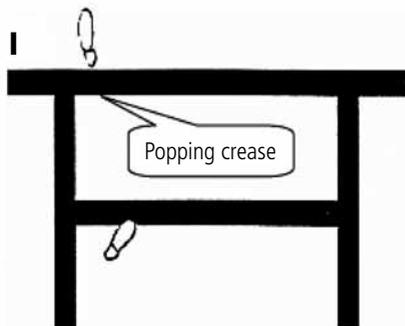
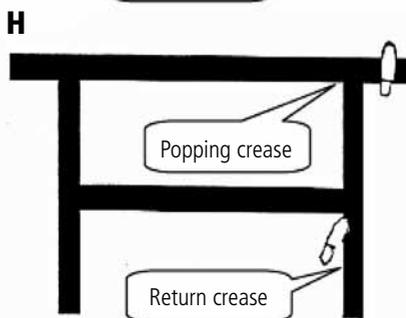
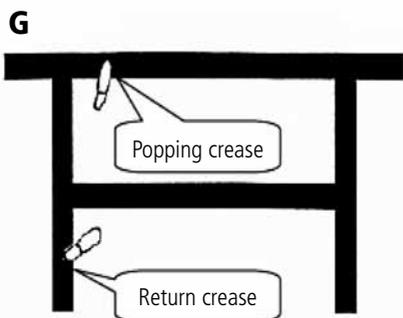
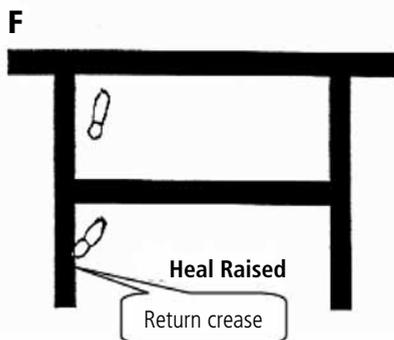
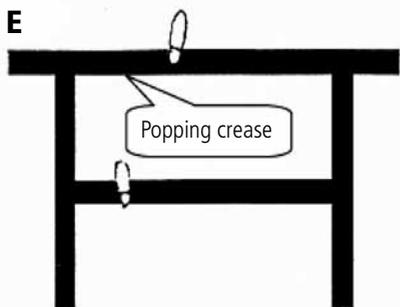
If the bowler's end umpire is not **entirely satisfied** these provisions have been met, he will call and signal NO-BALL at the instant of infringement.

	Fair / NO-BALL	Back foot	Front foot
<b>A</b>	Fair delivery	Inside Return creases	Behind Popping crease
<b>B</b>	Fair delivery	Inside Return creases	Landed behind Popping crease
<b>C</b>	Fair delivery	Inside Return creases	Raised foot behind Popping crease
<b>D</b>	Fair delivery	Inside Return creases	Behind Popping crease



**Fair / NO-BALL****Back foot****Front foot**

<b>E</b>	NO-BALL	Inside Return creases	In front of Popping crease
<b>F</b>	Fair delivery	Raised over Return crease	Behind Popping crease
<b>G</b>	NO-BALL	On Return creases	Behind Popping crease
<b>H</b>	NO-BALL	On Return creases	Behind Popping crease
<b>I</b>	NO-BALL	Inside Return creases	In front of Popping crease
<b>J</b>	NO-BALL	Inside Return creases	In front of Popping crease



# RUN-OUT

Either batsman can be Run-out while the ball is in play.

The batsman closest to the broken wicket is dismissed.

If they have **not crossed** the batsman running **from the wicket** is dismissed.

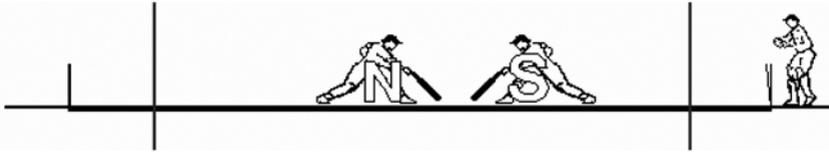
This batsman has one foot on his popping crease marking  
- he is **in his ground** - NOT OUT



This batsman has one foot on his popping crease marking  
- **not behind it** - he is **out of his ground** - on appeal - OUT



This batsman has one foot on his popping crease marking  
- he is **out of his ground** - on appeal - OUT



If they **have** crossed, the batsman running **to the broken wicket** is dismissed.

This batsman has his bat grounded behind his popping crease  
- he is **in his ground** - NOT OUT



This batsman has his bat on his popping crease marking  
- **not behind it** - he is **out of his ground** - on appeal - OUT



This batsman has one foot on his popping crease marking  
- he is **out of his ground** - on appeal - OUT



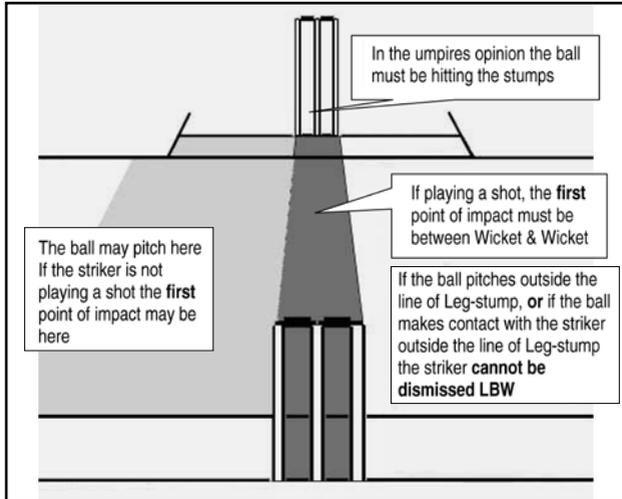
If a batsman is **out of his ground** when his **wicket is put down** - on appeal he must be dismissed.

# LEG BEFORE WICKET

The LBW method of dismissal applies in the Under 11, Under 12, Under 14, Colts, and Premier grades. One warning is given to the batsman in all grades except Premier.

Only backfoot LBW's are to be given out. A backfoot LBW occurs when the batsman is struck on either leg whilst playing on the backfoot or from the crease. The batsman cannot be given out if playing forward (a front foot shot).

## GUIDELINES FOR GIVING AN LBW



View for a right handed striker

## PLAYING A SHOT

1. It must be a fair delivery, i.e. not a no ball.
2. If the ball pitches it must do so between wicket and wicket or on the off-side.
3. The ball's **first point** of impact must be the striker's person or equipment (not his bat or a hand holding the bat).
4. That **first point** of striker impact **must be** between wicket and wicket.
5. In the **umpire's opinion** the **ball must be hitting the stumps**.

## AN INTERCEPTED FULL TOSS

As per 2. above, the **first point** of impact with the striker **must be** between wicket and wicket.

## NOT PLAYING A SHOT

1, 2, 3, & 5 above apply.

The **first point** of impact can be either between wicket and wicket **or** on the off-side.

If the striker moves forward to play the ball, it is unwise for an inexperienced umpire to dismiss him as the slightest deviation of the ball may cause it to miss the stumps.

**The batsman cannot be given out LBW if the ball pitches outside the leg stump.**

**The batsman must receive the benefit of any doubt.**

# UMPIRES SIGNALS



## Dead-ball

Signalled when the ball is *Live* or *Dead*



## No-ball

Signalled when the ball is *Live*



## Bye & Scorers Ready

Signalled when the ball is *Dead*



## 4 runs

Signalled when the ball is *Dead*



## Wide

Signalled when the ball is *Live* or *Dead*



## \* Out \*

Signalled when the ball is *Live* or *Dead*



## Short run

Signalled when the ball is *Dead*



## 6 runs

Signalled when the ball is *Dead*



## Leg-bye

Signalled when the ball is *Dead*



## Last-hour

Signalled when the ball is *Dead*



## Revoke

Signalled when the ball is *Dead* to cancel the previous signal



## 5 runs

Signalled when the ball is *Dead* (unofficial signal)



# COACH EDUCATION OCTOBER – NOVEMBER 2009

Date	Time	Course	Venue
Monday 12 October	6- 8pm	Coaching a Cricket Team (Session 1)	Ngati Toa Domain
Wednesday 14 October	6- 8pm	Coaching a Cricket Team (Session 2)	Ngati Toa Domain
Monday 19 October	6- 8pm	Coaching a Cricket Team (Session 1)	Hutt Recreational Ground
Wednesday 21 October	6- 8pm	Coaching a Cricket Team (Session 2)	Hutt Recreational Ground
Wednesday 28 October	6- 8pm	MILO Have a Go/Kiwi	Basin Reserve
Monday 2 November	6- 8pm	Coaching a Cricket Team (Session 1)	Basin Reserve
Monday 2 November	6- 8pm	MILO Have a Go/Kiwi Team (Session 1)	Trentham Memorial park
Wednesday 4 November	6- 8pm	Coaching a Cricket Team (Session 2)	Basin Reserve
Wednesday 4 November	6- 8pm	MILO Have a Go/Kiwi	Ngati Toa Domain
Wednesday 11 November	6- 8pm	MILO Have a Go/Kiwi	Hutt Recreational Ground

**MILO Have a Go/Kiwi** – This course is targeted at coaches in the MILO Have a Go, MILO Kiwi and junior softball grades. This course is non-examinable and is run over one night providing coaches with skills, drills and games that will provide enjoyment and skill development for the players.

**Coaching a Cricket Team** – This course is targeted at hardball coaches but is also applicable to the under 9 grade. This course is non-examinable and is run over two nights focusing on the basic principles of coaching a cricket team and providing skills and drills that coaches can implement into their practice sessions.

**All MILO Have A Go/Kiwi, Coaching a Cricket Team courses and Coaching Forums are free.**

**Any queries regarding Coach Education please contact Mark Borthwick on 473-9384, 021 409-866 or [m.borthwick@firebirds.co.nz](mailto:m.borthwick@firebirds.co.nz)**



# HIGH PERFORMANCE PROGRAMME 2009-10

## The High Performance programme will run as follows:

### Under 11 age grade

- Club based tournament scheduled for 18, 19, 20 and 21 January 2010 (Venues to be confirmed)
- All players identified to attend this tournament will be invited to attend winter training opportunities in 2010
- Team nominations are to be made with tournament levy to Michael Burns by Friday 11 December

### Under 12 age grade

- Zone based tournament scheduled for 26, 27, 28 and 29 January 2010 (Venues to be confirmed)
- Zones will be made up as follows:
  - \* Upper Hutt – Junior Cricket Upper Hutt, Stokes Valley, Naenae, Taita
  - \* Lower Hutt – Hutt Districts, Eastbourne, Wainuiomata, Petone
  - \* North City – Mana, Whitby, Tawa
  - \* Wellington South – Eastern Suburbs, Brooklyn
  - \* Wellington West – Wellington Collegians, Karori
  - \* Wellington North – Onslow, Johnsonville
- It is the responsibility of the clubs involved in each zone to select players and coaches for their zone team
- All players identified as zone players in this tournament will be invited to attend winter training opportunities in 2010
- Team nominations are to be made with tournament levy to Michael Burns by Friday 11 December
- The following clubs will be responsible for coordinating the zone trials for the Under 12 Age group.
- Upper Hutt – Junior Cricket Upper Hutt
- Lower Hutt – Eastbourne Junior Cricket Club
- North City – North City committee
- Wellington South - Eastern Suburbs Junior Cricket Club
- Wellington West – Wellington Collegians Junior Cricket Club
- Wellington North – Johnsonville Junior Cricket Club

### Under 13 age grade

- Zone based matches will be run on November 22 and 29 , December 6, 13 and 20 2009 at (Venues to be confirmed)
- Zones will be made up as follows:
  - \* Upper Hutt – Junior Cricket Upper Hutt, Stokes Valley, Naenae, Taita
  - \* Lower Hutt – Hutt Districts, Eastbourne, Wainuiomata, Petone
  - \* North City – Mana, Whitby, Tawa
  - \* Wellington South – Eastern Suburbs, Brooklyn
  - \* Wellington West – Wellington Collegians, Karori
  - \* Wellington North – Onslow, Johnsonville
- It is the responsibility of the clubs involved in each zone to select players and coaches for their zone team



- Players identified through these zone games will be selected into two representative teams who will attend the Central District invitation tournament from the **18th – 21st January 2009.**
- The representative teams/squads will be involved in winter training opportunities in 2009
- Team nominations are to be made with tournament levy to Michael Burns by Monday 9 November
- The following clubs will be responsible for coordinating the zone trials for the Under 13 Age group.
- Upper Hutt – Junior Cricket Upper Hutt
- Lower Hutt – Hutt Districts Junior Cricket Club
- North City – North City committee
- Wellington South - Eastern Suburbs Junior Cricket Club
- Wellington West – Karori Junior Cricket Club
  
- Wellington North – Onslow Junior Cricket Club

#### Under 14 age grade

- This year the under 14 age group will be selected through the Under 14 Trials.
- Clubs must nominate exceptional players for these trials.
- Nomination sheets must be sent to Rhys Morgan by Monday 30 November.
- A representative team will be selected to attend the Vines Tournament in Blenheim in January 18th – 21st 2010
- Selected players will be invited from both the trials and representative team to attend the youth vertical integration training programme in 2010.



# BLACKCAPS SCHEDULE 2008-09

## Pakistan in New Zealand

Nov 18-20	Warm-Up game	TBA
Nov 24-28	Black Caps v Pakistan ( 1st Test)	University Oval, Dunedin
<b>Dec 3-7</b>	<b>Black Caps v Pakistan ( 2nd Test)</b>	<b>Allied Nationwide Finance, Basin Reserve, Wellington</b>
Dec 11-15	Black Caps v Pakistan ( 3rd Test)	McLean Park, Napier

## Bangladesh in New Zealand

Feb 3	Black Caps v Bangladesh (Twenty 20)	Seddon Park, Hamilton
Feb 5	Black Caps v Bangladesh (1st ODI)	McLean Park, Napier
Feb 8	Black Caps v Bangladesh (2nd ODI)	University Oval, Dunedin
Feb 11	Black Caps v Bangladesh (3rd ODI)	AMI Stadium, Christchurch
Feb 15-19	Black Caps v Bangladesh (Test)	Seddon Park, Hamilton

## Australia in New Zealand

<b>Feb 26</b>	<b>Black Caps v Australia (1st Twenty 20)</b>	<b>Westpac Stadium, Wellington</b>
Feb 28	Black Caps v Australia (2nd Twenty 20)	AMI Stadium, Christchurch
Mar 3	Black Caps v Australia ( 1st ODI)	McLean Park, Napier
Mar 6	Black Caps v Australia (2nd ODI)	Eden Park, Auckland
Mar 9	Black Caps v Australia (3rd ODI)	Seddon Park, Hamilton
Mar 11	Black Caps v Australia (4th ODI)	Eden Park, Auckland
<b>Mar 13</b>	<b>Black Caps v Australia (5th ODI)</b>	<b>Westpac Stadium, Wellington</b>
<b>Mar 19-23</b>	<b>Black Caps v Australia (1st Test)</b>	<b>Allied Nationwide Finance, Basin Reserve, Wellington</b>
Mar 27-31	Black Caps v Australia (2nd Test)	Seddon Park, Hamilton



# CHAMPIONSHIP PROGRAMME 2009-10

Nov 10-13	v Canterbury Wizards	Allied Nationwide Finance Basin Reserve, Wellington
Nov 17-20	v Auckland Aces	Allied Nationwide Finance Basin Reserve, Wellington
Nov 24-27	v Northern Knights	Seddon Park, Hamilton
Dec 3-6	v Otago Volts	Events Centre, Queenstown
Dec 12-15	v Central Stags	Allied Nationwide Finance Basin Reserve, Wellington
Feb 25-28	v Auckland Aces	Colin Maiden Park, Auckland
Mar 4-7	v Northern Knights	Allied Nationwide Finance Basin Reserve, Wellington
Mar 12-15	v Central Stags	McLean Park, Napier
Mar 20-23	v Canterbury Wizards	Main Power Oval, Rangiora
Mar 30- Apr 2	v Otago Volts	Allied Nationwide Finance Basin Reserve, Wellington

# SHIELD PROGRAMME 2009-10

Dec 8	v Otago Volts	Molyneux Park, Alexandra
Dec 17	v Central Stags	Allied Nationwide Finance Basin Reserve, Wellington
Dec 20	v Canterbury Wizards	Allied Nationwide Finance Basin Reserve, Wellington
Dec 23	v Auckland Aces	Colin Maiden Park, Auckland
Dec 28	v Northern Knights	Seddon Park, Hamilton
Feb 3	v Northern Knights	Allied Nationwide Finance Basin Reserve, Wellington
Feb 7	v Otago Volts	Allied Nationwide Finance Basin Reserve, Wellington
Feb 9	v Canterbury Wizards	QEII Park, Christchurch
Feb 13	Preliminary Finals 1 v 2 ; 3 v 4	TBA
Feb 17	Loser 1v 2 ; v Winner 3 v 4	TBA
Feb 21	Final	
TBA		



# HRV CUP TWENTY20 PROGRAMME 2009-10

Jan 03	Central Stags v Wellington Firebirds	Pukekura Park, New Plymouth
<b>Jan 06</b>	<b>Wellington Firebirds v Canterbury Wizards</b>	<b>Allied Nationwide Finance Basin Reserve, Wellington</b>
<b>Jan 08</b>	<b>Wellington Firebirds v Auckland Aces</b>	<b>Allied Nationwide Finance Basin Reserve, Wellington</b>
Jan 10	Otago Volts v Wellington Firebirds	University Oval, Dunedin
Jan 13	Auckland Aces v Wellington Firebirds	Colin Maiden Park, Auckland
Jan 15	Northern Knights v Wellington Firebirds	Blake Park, Mt Maunganui
<b>Jan 17</b>	<b>Wellington Firebirds v Otago Volts</b>	<b>Allied Nationwide Finance Basin Reserve, Wellington</b>
<b>Jan 22</b>	<b>Wellington Firebirds v Central Stags</b>	<b>Allied Nationwide Finance, Basin Reserve, Wellington</b>
<b>Jan 24</b>	<b>Wellington Firebirds v Northern Knights</b>	<b>Allied Nationwide Finance, Basin Reserve, Wellington</b>
Jan 26	Canterbury Wizards v Wellington Firebirds	QE II Park, Christchurch
Jan 31	Final	TBC
Feb 01	Final Reserve Day	TBC

# WOMENS LEAGUE PROGRAMME 2009-10

Dec 5	Canterbury Magicians v Wellington Blaze	Redwood Park, Christchurch
Dec 6	Canterbury Magicians v Wellington Blaze	Redwood Park, Christchurch
Dec 12	Wellington Blaze v Auckland Hearts	Barton Oval, Upper Hutt
Dec 13	Wellington Blaze v Auckland Hearts	Barton Oval, Upper Hutt
Dec 30	Otago Sparks v Wellington Blaze	Molyneux Park, Alexandra
Dec 31	Otago Sparks v Wellington Blaze	Molyneux Park, Alexandra
<b>Jan 4</b>	<b>Wellington Blaze v Northern Spirit</b>	<b>Kelburn Park, Wellington</b>
<b>Jan 5</b>	<b>Wellington Blaze v Northern Spirit</b>	<b>Kelburn Park, Wellington</b>
<b>Jan 22</b>	<b>Wellington Blaze v Central Hinds</b>	<b>Kelburn Park, Wellington</b>
<b>Jan 23</b>	<b>Wellington Blaze v Central Hinds</b>	<b>Kelburn Park, Wellington</b>
Jan 30	FINAL	TBC



## WOMEN'S TWENTY/20 PROGRAMME 2008/09

Dec 4	Canterbury Magicians v Wellington Blaze	Redwood Park, Christchurch
Dec 11	Wellington Blaze v Auckland Hearts	Barton Oval, Upper Hutt
Dec 29	Otago Sparks v Wellington Blaze	Molyneux Park, Alexandra
<b>Jan 3</b>	<b>Wellington Blaze v Northern Spirit</b>	<b>Kelburn Park, Wellington</b>
<b>Jan 24</b>	<b>Wellington Blaze v Central Hinds</b>	<b>Kelburn Park, Wellington</b>
Jan 31	Final	TBC

## WHITE FERNS IN NEW ZEALAND 2009/10

<b>Feb 26</b>	<b>White Ferns v Australia (Twenty 20)</b>	<b>Westpac Stadium, Wellington</b>
Feb 28	White Ferns v Australia (Twenty 20)	AMI Stadium, Christchurch
Mar 3	White Ferns v Australia (ODI)	Queenstown Event Centre, Queenstown
Mar 6	White Ferns v Australia (ODI)	Queens Park, Invercargill
Mar 7	White Ferns v Australia (ODI)	Queens Park, Invercargill



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