

# SUPER-SERIES 2017-18 - PLAYING CONDITIONS

## GRADES: YEARS 3 – 4

### General

All games shall be played in accordance with:

1. The specific Playing Conditions specified here;
2. The Laws of Cricket (2017 Code) of the Marylebone Cricket Club, (refer <https://www.lords.org/mcc/laws-of-cricket/new-code-of-laws-october-2017/> )

and to the extent that there is any conflict between those conditions, the conditions shall be applied in the order of priority set out above.

*Law 42 of the MCC Laws of Cricket (Players' Conduct) does not apply to these grades. Therefore there is no provision for umpires to issue a "yellow or red card" to a player. Unacceptable behaviour should be reported to the relevant Club Manager and/or Junior Club Captain.*

		YEAR 3	YEAR 4
1	<b>Team Numbers</b>	8	10
2	<b>Boys/Girls</b>	Mixed	Mixed
3	<b>Graded</b>	No	No
4	<b>Ball</b>	"Junior" size Incrediball	"Junior" size Incrediball
5	<b>Bat</b>	Plastic or wooden	Wooden bats only
6	<b>Length of innings</b>	20 overs - 5 overs per batting pair.	25 overs – 5 overs per batting pair.
7	<b>Wicket Length</b>	14 Metres. Wickets may need to be shortened.	16 Metres. Wickets may need to be shortened.
8	<b>Boundaries</b>	Yes and marked by cones or flags.	Yes and marked by cones or flags.
9	<b>Hours of Play</b>	Refer draw for start time	Refer draw for start time
10	<b>Toss</b>	Made 10 minutes before the start of play. Teams with less than half of their players available will bat first.	Made 10 minutes before the start of play. Teams with less than half of their players available will bat first.
11	<b>Drinks Break</b>	Between each innings only.	Between each innings only.
12	<b>Innings</b>	Teams play two innings each. First innings concludes after the first four batsmen have batted out their overs. Remaining four batsmen bat during the 2 <sup>nd</sup> innings.	Teams play two innings each. First innings concludes after the first six batsmen have batted out their overs. Remaining four batsmen bat during the 2 <sup>nd</sup> innings.
13	<b>Minimum No. of balls before batsman out</b>	<b>5 overs per pair</b> regardless of dismissals. Umpires should do their best to ensure that batsmen face the same number of deliveries.  Batsmen must change ends after every dismissal.	<b>5 overs per pair</b> regardless of dismissals. Umpires should do their best to ensure that batsmen face the same number of deliveries.  Batsmen must change ends after every dismissal.
14	<b>Overs per player bowled</b>	Minimum 2, maximum 3 per player. No player can bowl their 3 <sup>rd</sup> over until all players have bowled 2 overs. The coach of the <b>bowling</b> team shall nominate the bowlers for the extra overs. <b>No player shall bowl more than one additional over.</b>	Minimum 2, maximum 3 per player. No player can bowl their 3 <sup>rd</sup> over until all players have bowled 2 overs. The coach of the <b>bowling</b> team shall nominate the bowlers for the extra overs. <b>No player shall bowl more than one additional over.</b>
15	<b>Over length</b>	Max 8 deliveries (including wides/no-balls)	Max 8 deliveries (including wides/no balls)
16	<b>Wides</b>	Umpires must agree wide lines before the game begins.  1 run per wide added to extras. If the batsmen run on a wide then wide + runs are added to extras. If a batsman hits a wide then the ball is not called a wide.	Umpires must agree wide lines before the game begins.  1 run per wide added to extras. If the batsmen run on a wide then wide + runs are added to extras. If a batsman hits a wide then the ball is not called a wide.
17	<b>No Balls</b>	Only called for a full toss above the waist or a bouncer above the shoulder, or a "double bounce" ball.  To be called by the striker's end umpire.	Only called for a full toss above the waist, a bouncer above the shoulder, or a "double bounce" ball.  To be called by the striker's end umpire.

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		YEAR 3	YEAR 4
18	<b>Double Bounce Rule</b>	Called a no-ball if the ball, without having touched the bat or person of the striker, bounces <b>more than once</b> (i.e., 2 times), or rolls along the ground, before reaching the popping crease.	Called a no-ball if the ball, without having touched the bat or person of the striker, bounces <b>more than once</b> (i.e., 2 times), or rolls along the ground, before reaching the popping crease.
19	<b>Non-striker leaving his ground</b>	The bowler is permitted, before delivering the ball (or completing the bowling action), to attempt to run-out the non-striker. The ball shall not count in the over unless the bowler succeeds in the run-out attempt. <i>Note – the non-striker is to be given one warning before the run-out can be effected</i>	The bowler is permitted, before delivering the ball (or completing the bowling action), to attempt to run-out the non-striker. The ball shall not count in the over unless the bowler succeeds in the run-out attempt. <i>Note – the non-striker is to be given one warning before the run-out can be effected</i>
20	<b>Extras</b>	The batsmen <b>are entitled to run extras</b> irrespective of whether the WK takes the ball cleanly or not.	The batsmen <b>are entitled to run extras</b> irrespective of whether the WK takes the ball cleanly or not.
21	<b>Fielding Restrictions</b>	No player may field within 10 metres of the bat except between 'point' and the wicket keeper.	No player may field within 10 metres of the bat except between 'point' and the wicket keeper.
22	<b>Wicket Keeper</b>	All players must take turn as WK as part of field rotation.	Minimum of two players must take turn as WK – one for each innings.
23	<b>Field rotation</b>	The field must be rotated after every over.	The field must be rotated after every over with the exception of the wicket keeper. However all players must bowl.
24	<b>Stumpings</b>	No.	No.
25	<b>LBW</b>	No. However umpires can insist that batsmen take their stance on middle and leg.	No. However umpires can insist that batsmen take their stance on middle and leg.
26	<b>Teams with less than the required team numbers</b>	A team with less than 8 players may bat a player twice, but batsmen must be returned in ascending order - the lowest scoring batsman must return first and so on.  The coach of the <b>bowling team</b> shall nominate the bowlers for the extra overs. No player shall bowl more than one additional over.  The batting team is not required to provide any players to assist with fielding when the fielding team is short.	A team with less than 8 players may bat a player twice, but batsmen must be returned in ascending order - the lowest scoring batsman must return first and so on.  The coach of the <b>bowling team</b> shall nominate the bowlers for the extra overs. No player shall bowl more than one additional over.  The batting team is not required to provide any players to assist with fielding when the fielding team is short.
27	<b>Replacement players (ie Teams with more than the required team numbers)</b>	Teams may use any number of replacement players, but all players present must bat, bowl and field.  The team coach must re-arrange the batting and bowling orders to ensure that all players have the opportunity to bat and bowl during the 20 overs.  There shall be no more than 8 players fielding (including bowler and WK) at any time during the match, unless agreement has been reached with the opposition coach.	Teams may use any number of replacement players, but all players present must bat, bowl and field.  The team coach must re-arrange the batting and bowling orders to ensure that all players have the opportunity to bat and bowl during the 25 overs.  There shall be no more than 10 players fielding (including bowler and WK) at any time during the match, unless agreement has been reached with the opposition coach.
28	<b>On-field Coaching</b>	Allowed.	Allowed.
29	<b>Exchange of umpires</b>	Allowed at completion of an innings.	Allowed at completion of an innings.
30	<b>Determination of Result</b>	Total runs for both innings minus 2 runs for every wicket lost.	Total runs for both innings minus 3 runs for every wicket lost.