

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
Year 8 Grade Playing Conditions.....	14
Year 7 Grade Playing Conditions.....	15
Year 6 Grade Playing Conditions.....	16
Year 5 Hardball Grade Playing Conditions	17
Year 5 Softball Grade Playing Conditions	18
Year 4 Grade Playing Conditions.....	19
MILO Kiwi Year 3 Grade Playing Conditions	20
MILO Kiwi Year 2 Grade Playing Conditions	21
MILO Have a Go Cricket	22
Girls Hardball Grade Playing Conditions.....	23
Girls Quikhit Year 8 & under Grade Playing Conditions	24
Girls Quikhit Year 5 & under Grade Playing Conditions	25
Umpires Code of Behaviour	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 2010.....	37
High Performance Programme 2010-11	38-39
Black Caps 21010-11.....	40
Plunket Shield Programme 2010-11.....	40
One Day Programme 2010-11	41
HRV Twenty20 12010-11	41
White Ferns Schedule	42
Women’s Action Cricket Cup 2010-11	42
Women’s Action Cricket Twenty20 2010-11	42



JUNIOR CRICKET CLUB CONTACTS

BROOKLYN

Simon Rogers
42 Apuka Street, Brooklyn
Phone (Home) 04 384 1504
Mobile 027 443 0106
Email rogersfamily42@xtra.co.nz

EASTBOURNE

Martin Richardson
PO Box 41-058, Eastbourne, Lower Hutt
Mobile 021 222 6102
Email juniorconvenor@eastbournecricket.org.nz
Website www.eastbournecricket.org.nz

EASTERN SUBURBS

Marty Brooky
29a Washington Ave, Brooklyn
Phone (Work) 04 894 3776
Mobile 022 026 3099
Email sales@outovdabox.co.nz
Website www.eastsc.co.nz

HUTT DISTRICTS

Mark Murrell
242 Major Drive, Kelson
Phone (Home) 04 565 1410
Phone (Work) 021 792 461
Mobile 027 565 1410
Email huttjuniorcricket@xtra.co.nz

JOHNSONVILLE

Bill Taylor
PO Box 13132, Johnsonville
Phone (Home) 04 976 5148
Mobile 021 625 148
Email itbill@actrix.co.nz
Website www.jvillecricket.org

JUNIOR CRICKET UPPER HUTT

Andrew Coleman
9 Kenilworth Grove, Silverstream
Phone (Home) 04 528 2010
Phone (Bus) 04 819 4747
Mobile 021 244 5044
Email thecolemans@clear.net.nz
Website www.juniorcricket.co.nz

KARORI

Richard Petersen
44 Braithwaite Street, Karori
Phone (Home) 04 476 6471
Phone (Bus) 04 499 0009
Mobile 021 669 409
Email r.petersen@nz.icap.com
Website www.kjcc.org.nz

MANA

(Co-Convenor)
Murray Johns
PO Box 54074, Mana
Phone (Home) 04 233-9190
Phone (Bus) 04 802-0610
Mobile 027 281-3241
Email msjohns@xtra.co.nz
Website www.sportsground.co.nz/manacricket

(Co-Convenor)

Nigel Hillier
17 Carvel Lane, Whitby, Porirua
Phone (Home) 04 235 6555
Mobile 029 485 7944
Email nigel.hillier@cardno.co.nz

NAENAE

Rose Wyse
30 Strand Crescent, Naenae
Phone (Home) 04 938 9699
Mobile 027 724 9940
Email rosewyse@paradise.net.nz



ONSLow

David Ireland
8 Ngaio Gorge Road, Ngaio
Phone (Home) 04 972 3244
Phone (Bus) 04 498 0840
Mobile 021 343 615
Email david.ojcc@gmail.com

PETONE

Chris Casey
32 Bolton Street, Petone
Phone (Home) 04 972 9326
Phone (Bus) 04 971 8589
Mobile 027 472 1057
Email youth@wn.ang.org.nz

STOKES VALLEY

Tania Linton
19 Tanekaha Street, Stokes Valley
Phone (Home) 04 977 5939
Phone (Bus) 04 931 1659
Mobile 027 577 5939
Email Tania.linton001@msd.govt.nz

TAWA

Tim Cockle
18 Gloaming Hill, Titahi Bay
Phone (Home) 04 236 5221
Mobile 027 431 6182
Email tawa_jcc@xtra.co.nz
Website www.northcitycricket.hitscricket.com

WAINUIOMATA

Paul Wood
38 Antrim Crescent, Wainuiomata
Phone (Home) 04 976 7279
Mobile 027 297 5235
Email thewoods1@clear.net.nz

WELLINGTON COLLEGIANS

Grant Richardson
12 Bank Road, Northland
Phone (Home) 04 475 7433
Mobile 027 557 5545
Email grant@thelanes.co.nz
Website www.collegians.org

WELLINGTON INDIAN SPORTS CLUB

Mahesh Kanji
100 Ashton Fitchett Drive, Brooklyn
Phone (Home) 04 384 8801
Mobile 0274 387 801
Email maheshkanji@xtra.co.nz

WHITBY

Chris McBride
7 The Top Gallant, Whitby
Phone (Home) 04 234 1553
Mobile 021 245 9546
Email chris.mcbride@xtra.co.nz



CRICKET WELLINGTON STAFF

Brierley Pavilion
Basin Reserve
PO Box 578
Wellington

Phone: 04 384 3171
Fax: 04 384 3498
Email: cricket@firebirds.co.nz
Website: www.cricketwellington.co.nz

Chief Executive Officer

Gavin Larsen
Phone 04 801 2856
Email gavin.larsen@firebirds.co.nz

Finance Controller

Rowena Hensman
Phone 04 801 2854
Mobile 021 409 868
Email rowena@firebirds.co.nz

Marketing and Events Co-ordinator

Caroline Kidston
Phone 04 801 2855
Mobile 021 0260 0041
Email c.kidston@firebirds.co.nz

Communications Specialist

Steve White
Phone 021 241 4703
Email s.white@firebirds.co.nz

Special Projects Manager

Peter Clinton
Phone 04 801 2852
Mobile 021 409 869
Email p.clinton@firebirds.co.nz

Club Cricket Administrator

Ian Smith
Phone 04 801 2851
Phone (Home) 04 976 6477
Mobile 021 409 865
Email i.smith@firebirds.co.nz

Junior Cricket Coordinator

Tama Walker
Phone 04 801 2850
Mobile 021 243 5916
Email t.walker@firebirds.co.nz

College Cricket Coordinator

Rhys Morgan
Phone 04 801 2853
Mobile 021 409 839
Email r.morgan@firebirds.co.nz

Senior Cricket Coordinator

Clinton Butler
Phone 04 801 2858
Mobile 021 409 861
Email c.butler@firebirds.co.nz

Women's Cricket Coordinator

Phil Sisson
Phone 04 384 3171
Mobile 027 470 8079
Email p.sisson@firebirds.co.nz

Development and Operations Manager

Bryan Dickinson
Phone 04 801 2857
Mobile 021 409 862
Email b.dickinson@firebirds.co.nz

Head Coach Firebirds

Anthony Stuart
Phone 04 471 2154
Mobile 021 409 870
Email a.stuart@firebirds.co.nz

High Performance Manager

Robbie Kerr
Phone 04 460 9374
Mobile 021 329 409
Email robbie@firebirds.co.nz

Coaching Director

Mark Borthwick
Phone 04 473 9384
Mobile 021 409 866
Email m.borthwick@firebirds.co.nz

High Performance Coach

Shane Deitz
Email s.deitz@firebirds.co.nz

Wellington School of Cricket Manager

Asoka Weerasundara
Phone 04 471 2157
Mobile 021 409 867
Email asoka@firebirds.co.nz

Mana Centre Manager

Glenn Pocknall
Phone 04 233 9627
Mobile 021 409 864
Email g.pocknall@firebirds.co.nz

Hutt Rec. Centre Manager

Ivan Tissera
Phone 04 566 2075
Mobile 021 894 338
Email i.tissera@firebirds.co.nz



GROUNDS DIRECTORY

WELLINGTON

Alex Moore Park	Bannister Avenue, Johnsonville
Anderson Park	Botanical Gardens, Tinakori Road, Thorndon
Ben Burn Park	Campbell Street, Karori
Churton Park	Halswater Drive, Churton Park
Grenada North Park	Junction of Jamaica Drive and Caribbean Drive, Grenada North
Happy Valley Park	Happy Valley Road, Owhiro Bay
Ian Galloway Park	Curtis Street, Wilton
Karori Park	Karori Road, Karori
Kelburn Park	Salamanca Road, Kelburn
Kilbirnie Park	Junction of Evans Bay Road and Kilbirnie Crescent, Kilbirnie
Liardet Street	Liardet Street, Berhampore
Linden Park	Gee Street, Tawa
Linden West Park	Gee Street, Tawa
MacAlister Park	Adelaide Road, Newtown
Melrose Park	Sutherland Crescent, Melrose
Miramar Park	Darlington Road, Miramar
Nairville Park	Lucknow Terrace, Khandallah
Pinkerton Park	Pinkerton Grove, Newlands
Prince of Wales Park	Salisbury Terrace, Mt Cook
Tanera Park	Laura Avenue, Brooklyn
Seatoun Park	Ludlam Street, Seatoun
Wakefield Park	Adelaide Road, Berhampore

PORIRUA

Adventure Park	Discovery Drive, Whitby
Endeavour Park	Albatross Close, Whitby
Elsdon Park	Titahi Bay Road, Porirua
Kura Street Park	Kura Street, Titahi Bay
Ngatitao Domain	Pascoe Avenue, Paremata
Papakowhai School	Spey Place, Papakowhai
Postgate Park	Postgate Drive, Whitby
Plimmerton School	School Road, Plimmerton
Pukerua Bay School	Rawhiti Road, Pukerua Bay



HUTT VALLEY

Bishop Park	Marine Parade, Eastbourne
Bryan Heath Park	Fitzherbert Road, Wainuiomata
Delaney Park	George Street, Stokes Valley
HW Shortt Rec	Tuatore Street, Eastbourne
Fraser Park	Taita Drive, Taita
Harcourt Park	Norbert Street, Upper Hutt
Heretaunga Park	Kiwi Street, Silverstream
Hutt Rec	Myrtle Street, Lower Hutt
Maidstone Park	Park Street, Upper Hutt
Naenae Park	Seddon Street, Naenae
Petone Rec	Udy Street, Petone
Richard Prouse Park	Hine Road, Wainuiomata
Sladden Park	Bracken Street, Petone
Te Whiti Park	Whites Line East, Lower Hutt
Totara Park School	California Drive, Upper Hutt
Trafalgar Park	Trafalgar Street, Lower Hutt
Trentham Memorial Park	Barton Road, Heretaunga
Wellesley College	Main Road, Days Bay
Whakatiki Street Park	Whakatiki Street, Upper Hutt



PLAYING CONDITIONS & RECOMMENDATIONS

1. GRADES

Junior club cricket will consist of the following grades.

MILO Have A Go: Children in Year 1 or younger. An introductory programme designed for beginners, incorporating high participation with skill development

MILO Kiwi Year 2: Children in Year 2. MILO Kiwi can also be played on Friday evenings either within a club set up or against other clubs.

MILO Kiwi Year 3: Children in Year 3 at school, formerly known as under 8 grade, playing a formal game of cricket with a soft ball.

Year 4: Children in Year 4 at school, formerly known as under 9 grade, playing a formal game of cricket with a soft ball.

Year 5: Children at Year 5 at school, formerly under 10 grade, moving for the first time into hardball cricket and using pads, gloves, protectors etc. A Year 5 softball grade has been offered for children who are not ready for hardball cricket.

Year 6: Children in Year 6 at school, formerly known as under 11 grade.

Year 7: Children in Year 7 at school, formerly known as under 12 grade.

Colts: 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: The best players in the club, generally but not exclusively Year 8 children.

Year 8: Formerly the under 14 grade and for players still at primary school.

Girls Quikhit Year 5 and Under: Previously girls under 10 grade playing a formal game of cricket with a soft ball.

Girls Quikhit Year 8 and Under: Previously girls under 14 grade playing a formal game of cricket with a soft ball.

Girls Hardball: Girls Year 5 and over 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 women'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. Year group is the main criteria, 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 2010-11 season are as follows:

Pre-Christmas 2010: Start October 30
Finish December 18

New Year 2011: Start January 29
Finish March 26

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 or fax 04 384-3498 (Attn: Club Cricket Coordinator).

Scoresheets are held by junior club convenors or available at www.cricketwellington.co.nz

4. GIRLS CRICKET

Four girls only grades will be offered in the 2010-11 season. The two girl's softball grades will be named Quikhit and will be provided for girls in Year 5 and under and girls in Year 8 and under, and the girl's hardball grade is for girls in Year 5 and above. **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 year grade, i.e. a girl who is in Year 6 can play in a Year 4 team.

The Girls Youth Grade (for under 18 girls) will continue this season. This grade is intended to bridge the gap between junior girls and senior woman's cricket by 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.

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.

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.

Year 5 Hardball – Colts grade: 142g Kookaburra Crown, Cambridge or Regent ball

MILO Kiwi – Year 5 Softball 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 year 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 year group 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 8)
- 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.

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**

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**



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.



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 (e.g. byes) 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 (refer to page 35 for ruling clarification).
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 (e.g. byes) 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 (refer to page 35 for ruling clarification). 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.



YEAR 8 GRADE PLAYING CONDITIONS

(FORMERLY UNDER 14 GRADE)

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 seven 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 (e.g. byes) 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 (refer to page 35 for ruling clarification). 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.



YEAR 7 GRADE PLAYING CONDITIONS

(FORMERLY UNDER 12 GRADE)

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 seven 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 (e.g. byes) 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 (refer to page 35 for ruling clarification). 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.



YEAR 6 GRADE PLAYING CONDITIONS

(FORMERLY UNDER 11 GRADE)

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 two overs 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 (e.g. byes 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 (refer to page 35 for ruling clarification). 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.



YEAR 5 HARDBALL GRADE PLAYING CONDITIONS

(FORMERLY UNDER 10 HARDBALL GRADE)

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 two 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 (e.g. byes) 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. 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. For the first half of the season, i.e. up to Christmas 2010, batsmen cannot be dismissed first ball. For the second half of the season, i.e. in the New Year 2011, batsmen can be dismissed first ball.
19. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 35-40 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.



YEAR 5 SOFTBALL GRADE PLAYING CONDITIONS (FORMERLY UNDER 10 SOFTBALL GRADE)

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 two 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 (e.g. byes) 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 2010, batsmen cannot be dismissed first ball. For the second half of the season, i.e. in the New Year 2011, 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.



YEAR 4 GRADE PLAYING CONDITIONS

(FORMERLY UNDER 9 GRADE)

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 two 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 (e.g. byes) 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. Batsmen cannot be dismissed first ball throughout the entire season.
20. Boundaries are to be agreed upon by coaches before the game begins. The recommended distance is about 35-40 metres.



MILO KIWI CRICKET YEAR 3 GRADE PLAYING CONDITIONS (FORMERLY UNDER 8 GRADE)

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 (e.g. byes) 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 YEAR 2 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 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.



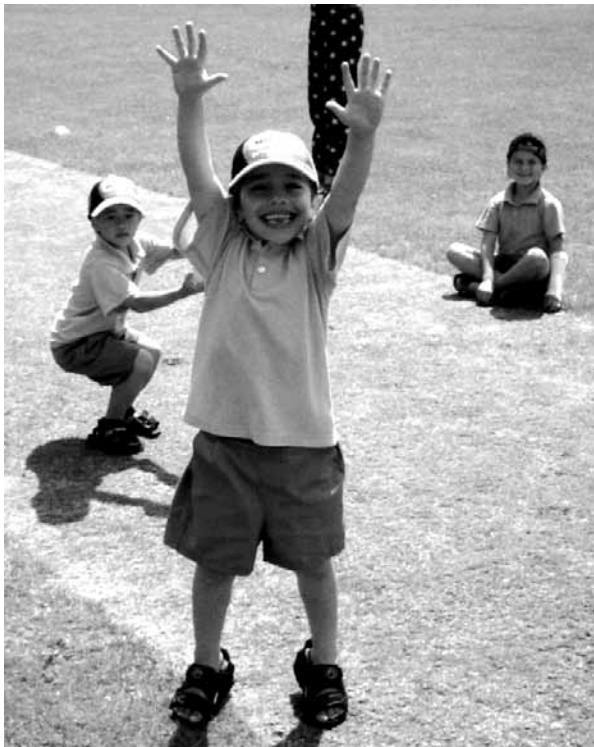
MILO HAVE A GO CRICKET- YEAR 1

This is an introductory programme for New Entrance and Year 1 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 YEAR 8 AND UNDER QUIKHIT GRADE PLAYING CONDITIONS

(FORMERLY GIRLS UNDER 14 GRADE)

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 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 YEAR 5 AND UNDER QUIKHIT GRADE PLAYING CONDITIONS

(FORMERLY GIRLS UNDER 10 GRADE)

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 helmets and 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 Year 8) 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 signalling, 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 (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	Year 6, Year 7, Colts, Premier and Year 8
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

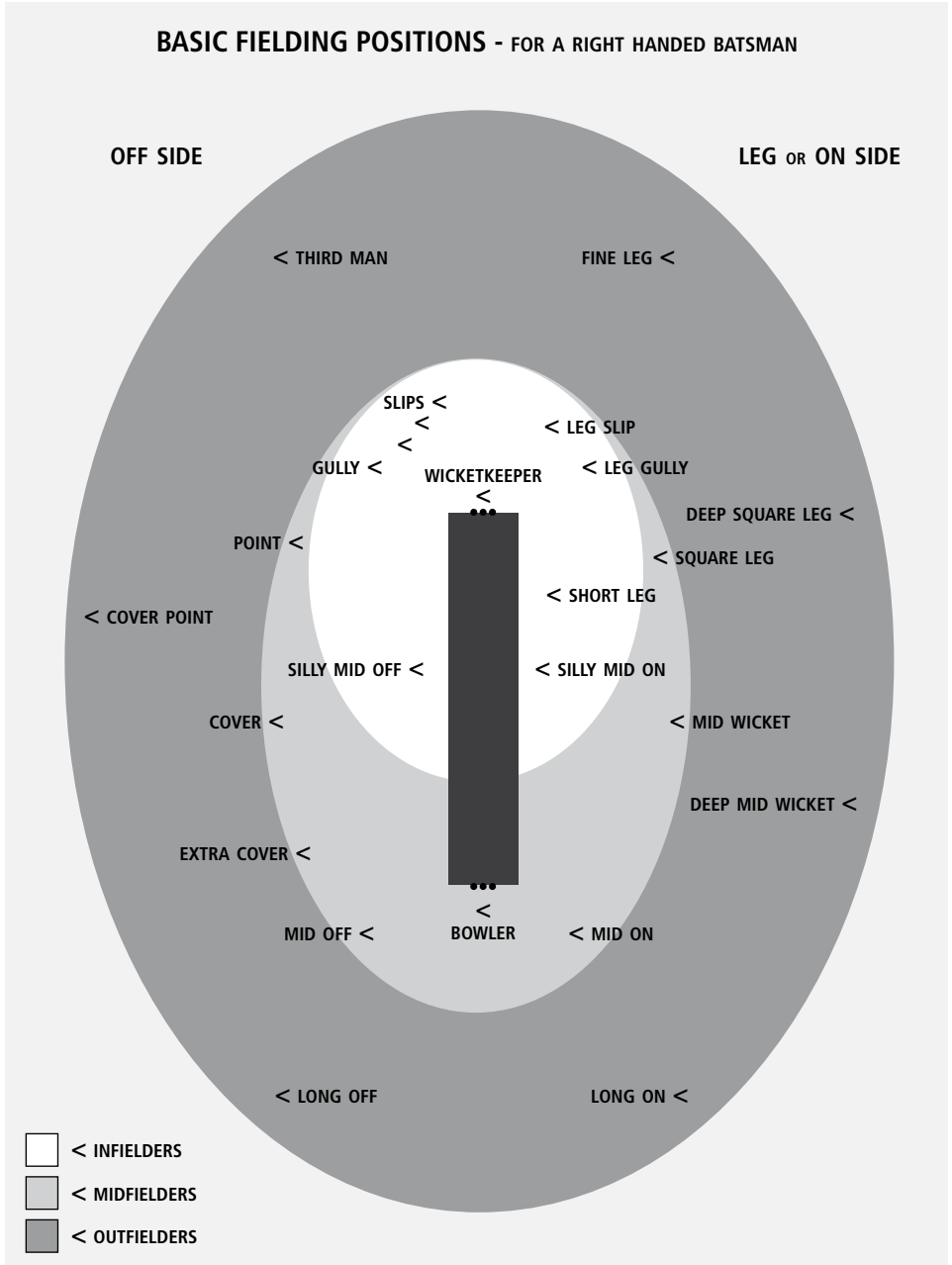
N.B.

1. In MILO Kiwi cricket, pairs of batsmen bat for four overs regardless of how many times they go out.
2. A batsman cannot be given out first ball in Girls Softball. The batsman can be given out first ball in Girls Hardball.
3. A batsman in Year 4 grade cannot be given out first ball.
4. In the Year 5 grade (hardball and softball), for the first half of the season, i.e. up to Christmas 2010, **batsmen cannot be dismissed first ball**. For the second half of the season, i.e. in the New Year 2011, **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 Year 7, Year 8, 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.

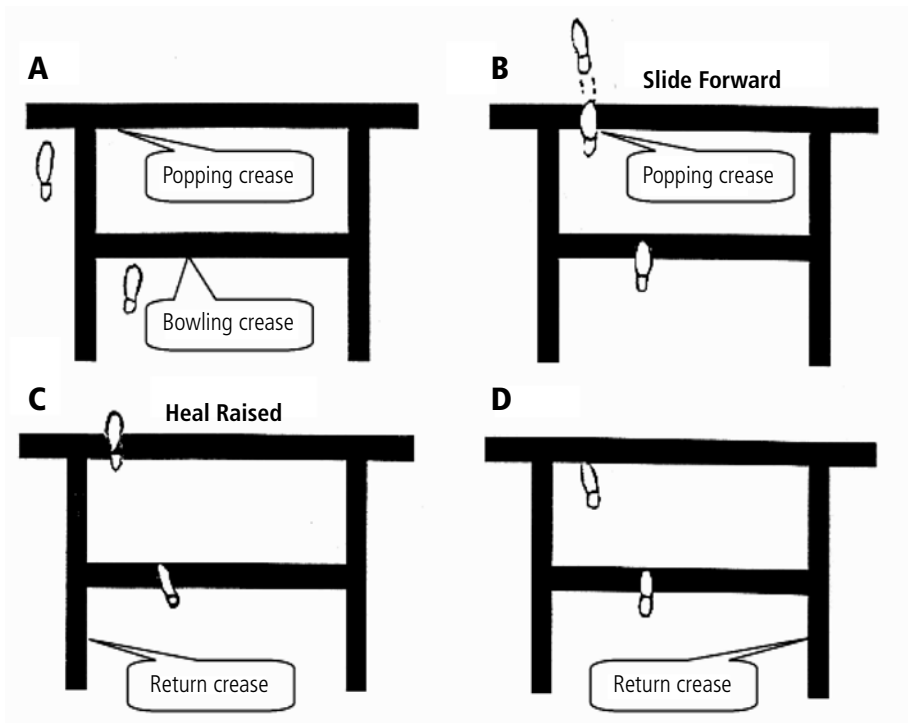
It is acceptable for part of the front foot to be raised over the crease without touching it even if it is outside the line of Return crease.

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**.

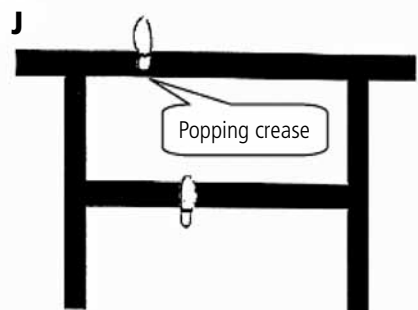
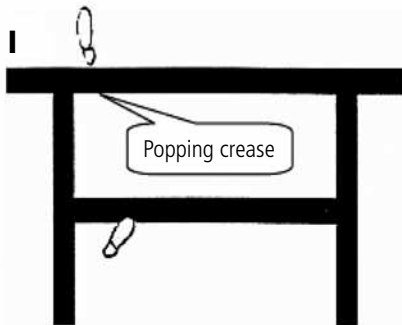
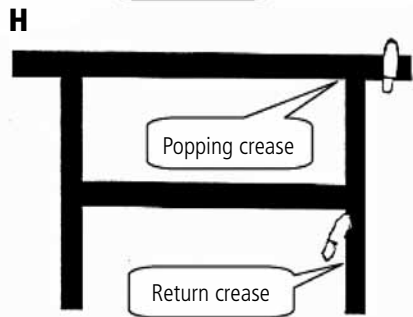
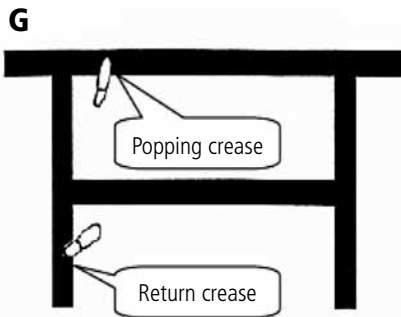
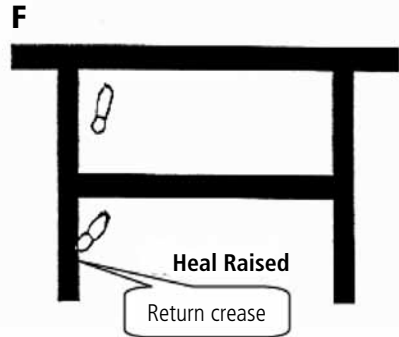
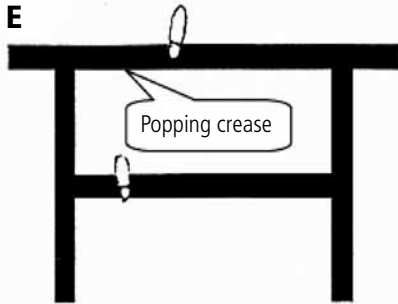
If the bowler's end umpire is not **entirely satisfied** these provisions have been met, he will call and signal NO-BALL at the instant of infringement.

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



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

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

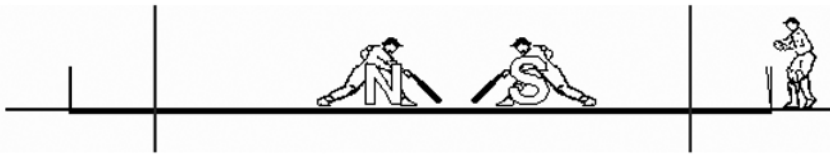
This batsman has one foot on his popping crease marking
- he is **in his ground** - NOT OUT



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 Year 6, Year 7, Year 8, Colts, and Premier grades. One warning is given to the batsman in all grades except Premier.

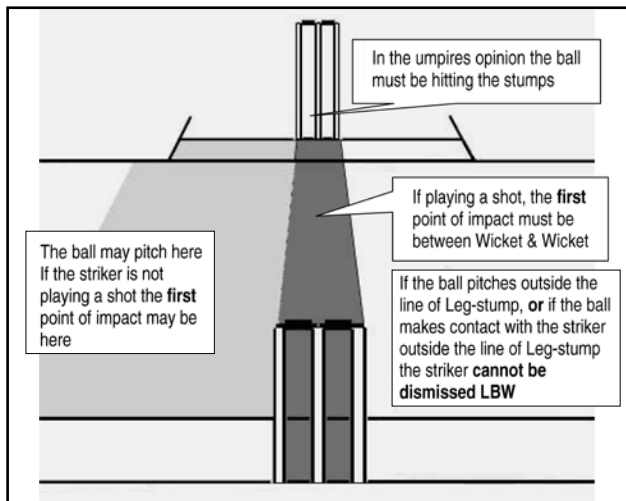
Before adjudging an LBW decision out the Umpire should ask themselves the following question:
Did the batsman *come forward in a positive manner*, play a stroke at the ball and has been *hit on the front leg*?

If the answer to this question is **yes** then the batsman should be deemed **not out**.
If **no** (the batsman has been trapped behind the crease, the ball has hit the pads and **may** have hit the stumps, the batsman **may** be out.

Points to consider:

- A positive manner is defined as a step forward of the crease, not a shuffle or bending of the knee
- To avoid doubt, if the batsman has stepped forward in a positive manner, played a stroke and was **hit low and in line** on the **back leg** then they **may** be given **out**.

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 2010

Date	Time	Course	Venue
Tuesday 12 October	6 - 8pm	Coaching a Cricket Team (Session 1)	Basin Reserve
Wednesday 13 October	6 - 8pm	Coaching a Cricket Team (Session 2)	Basin Reserve
Wednesday 20 October	6 - 8pm	MILO Have a Go/Kiwi	Ngati Toa Domain
Tuesday 26 October	6 - 8pm	Coaching a Cricket Team (Session 1)	Hutt Recreational Ground
Wednesday 27 October	6 - 8pm	Coaching a Cricket Team (Session 2)	Hutt Recreational Ground
Thursday 28 October	6 - 8pm	MILO Have a Go/Kiwi	Basin Reserve
Monday 1 November	6 - 8pm	Coaching a Cricket Team (Session 1)	Karori Park
Wednesday 3 November	6 - 8pm	Coaching a Cricket Team (Session 2)	Karori Park
Monday 8 November	6 - 8pm	Coaching a Cricket Team (Session 1)	Ngati Toa Domain
Wednesday 10 November	6 - 8pm	Coaching a Cricket Team (Session 2)	Ngati Toa Domain
Wednesday 10 November	6 - 8pm	MILO Have a Go/Kiwi	Hutt Recreational Ground
Monday 15 November	6 - 8pm	Coaching a Cricket Team (Session 1)	Nairnville Park
Wednesday 17 November	6 - 8pm	Coaching a Cricket Team (Session 2)	Nairnville Park
Monday 22 November	6 - 8pm	Coaching a Cricket Team (Session 1)	Trentham Memorial Park
Wednesday 24 November	6 - 8pm	Coaching a Cricket Team (Session 2)	Trentham Memorial Park

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 Year 4 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



HIGH PERFORMANCE PROGRAMME 2010-11

The High Performance programme will run as follows:

Year 6 grade

- Club based tournament scheduled for 17, 18, 19 and 20 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 Tama Walker by Friday 10 December

Year 7 grade

- Zone based tournament scheduled for 23, 24, 25 and 26 January 2010 (Venues TBC)
- Zones will be made up as follows:
 - Upper Hutt – Junior Cricket Upper Hutt, Stokes Valley, Naenae
 - 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 2011
- Team nominations are to be made with tournament levy to Tama Walker by Friday 10 December
- The following clubs will be responsible for coordinating the zone trials for the Year 7 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 – Karori Junior Cricket Club
- Wellington North – Onslow Junior Cricket Club



Year 8 age grade

- Zone based matches will be run on November 21 and 28, December 5, 12 and 19 2010 (Venues TBC)
- Zones will be made up as follows:
 - Upper Hutt – Junior Cricket Upper Hutt, Stokes Valley, Naenae
 - 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 one development team who will attend the Year 9 zone tournament from 10-13 January 2011
- The development teams/squads will be involved in winter training opportunities in 2011
- Team nominations are to be made with tournament levy to Tama Walker by Monday 8 November
- The following clubs will be responsible for coordinating the zone trials for the Year 8 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 – Wellington Collegians Junior Cricket Club
- Wellington North – Johnsonville Junior Cricket Club



BLACK CAPS ITINERARY 2010-11

Pakistan in New Zealand

Twenty20 Internationals

Dec 26	Black Caps v Pakistan	Eden Park, Auckland
Dec 28	Black Caps v Pakistan	Seddon Park, Hamilton
Dec 30	Black Caps v Pakistan	AMI Stadium, Christchurch

Test Matches

Jan 7-11	Black Caps v Pakistan	Seddon Park, Hamilton
Jan 15-19	Black Caps v Pakistan	Basin Reserve, Wellington

One Day Internationals

Jan 22	Black Caps v Pakistan	Westpac Stadium, Wellington
Jan 26	Black Caps v Pakistan	Queenstown Events Centre, Queenstown
Jan 29	Black Caps v Pakistan	AMI Stadium, Christchurch
Feb 1	Black Caps v Pakistan	McLean Park, Napier
Feb 3	Black Caps v Pakistan	Seddon Park, Hamilton
Feb 5	Black Caps v Pakistan	Eden Park, Auckland

PLUNKET SHIELD PROGRAMME 2010-11

Nov 09-12	v Central Stags	Nelson Park, Napier
Nov 16-19	v Northern Knights	Basin Reserve, Wellington
Nov 23-26	v Otago Volts	Basin Reserve, Wellington
Feb 17-20	v Auckland Aces	Basin Reserve, Wellington
Feb 24-27	v Canterbury Wizards	Basin Reserve, Wellington
Mar 03-06	v Northern Knights	Cobham Oval, Whangarei
Mar 10-13	v Canterbury Wizards	QEII Park, Christchurch
Mar 20-23	v Auckland Aces	Colin Maiden Park, Auckland
Mar 27-30	v Central Stags	Basin Reserve, Wellington
Apr 03-06	v Otago Volts	University Oval, Dunedin



ONE DAY PROGRAMME 2010-11

Jan 9	v Otago Volts	Molyneux Park, Alexandra
Jan 12	v Auckland Aces	Colin Maiden Park, Auckland
Jan 16	v Northern Knights	Cobham Oval, Whangarei
Jan 19	v Canterbury Wizards	QEII Park, Christchurch
Jan 23	v Central Stags	Basin Reserve, Wellington
Jan 27	v Canterbury Wizards	Basin Reserve, Wellington
Jan 30	v Northern Knights	Basin Reserve, Wellington
Feb 02	v Auckland Aces	Basin Reserve, Wellington
Feb 02	Preliminary Finals	TBA
	1 v 2; 3 v 4	
Feb 09	Loser 1 v 2; v Winner 3 v 4	TBA
Feb 13	Final	TBA

HRV CUP TWENTY20 PROGRAMME 2010-11

Dec 04	Wellington Firebirds v Otago Volts	Basin Reserve, Wellington
Dec 05	Wellington Firebirds v Canterbury Wizards	Basin Reserve, Wellington
Dec 09	Central Stags v Wellington Firebirds	Saxton Oval, Nelson
Dec 12	Wellington Firebirds v Northern Knights	Basin Reserve, Wellington
Dec 14	Wellington Firebirds v Auckland Aces	Basin Reserve, Wellington
Dec 19	Auckland Aces v Wellington Firebirds	Colin Maiden Park, Auckland
Dec 21	Northern Knights v Wellington Firebirds	Seddon Park, Hamilton
Dec 23	Canterbury Wizards v Wellington Firebirds	Aorangi Oval, Timaru
Dec 27	Wellington Firebirds v Central Stags	Basin Reserve, Wellington
Dec 29	Otago Volts v Wellington Firebirds	Queenstown Events Centre, Queenstown
Jan 02	Final	TBC
Jan 03	Final Reserve Day	TBC



WHITE FERNS ITINERARY 2010/11

Australia in New Zealand

Twenty20 Internationals

Dec 28	White Ferns v Australia	Seddon Park, Hamilton
Dec 30	White Ferns v Australia	Saxton Field, Queenstown
Feb 18	White Ferns v Australia	Queens Park, Invercargill
Feb 19	White Ferns v Australia	Queens Park, Invercargill
Feb 20	White Ferns v Australia	Queens Park, Invercargill

One Day Internationals

Feb 24	White Ferns v Australia	Bert Sutcliffe Oval, Lincoln University
Feb 26	White Ferns v Australia	Bert Sutcliffe Oval, Lincoln University
Feb 28	White Ferns v Australia	Bert Sutcliffe Oval, Lincoln University

WOMENS ACTION CRICKET CUP PROGRAMME 2010-11

Dec 11	Northern Spirit v Wellington Blaze	Seddon Park, Hamilton
Jan 03	Wellington Blaze v Canterbury Magicians	Kelburn Park, Wellington
Jan 08	Wellington Blaze v Otago Sparks	Barton Oval, Upper Hutt
Jan 15	Auckland Hearts v Wellington Blaze	Melville Park, Auckland
Jan 22	Central Hinds v Wellington Blaze	Fitzherbert Park, Palmerston North
Jan 29	FINAL	TBC

WOMEN'S ACTION CRICKET TWENTY/20 PROGRAMME 2010-11

Dec 10 & 12	Northern Spirit v Wellington Blaze	Seddon Park, Hamilton
Jan 02 & 04	Wellington Blaze v Canterbury Magicians	Kelburn Park, Wellington
Jan 07 & 09	Wellington Blaze v Otago Sparks	Barton Oval, Wellington
Jan 14 & 16	Auckland Hearts v Wellington Blaze	Melville Park, Auckland
Jan 21 & 23	Central Hinds v Wellington Blaze	Fitzherbert Park, Palmerston North
Feb 05	Final	TBC



