

## NORTHAMPTONSHIRE SCHOOL GAMES RULES 2018/ 2019

### YEAR 5 & 6: GIRLS CRICKET – Competitions rules & guidelines

#### Competition Qualification

School Games County Finals:	Summer TBC
Number of squads per SSP:	TBC

#### Competition Format

##### Kwik Cricket

**Development** - Sports that are designated as 'Development' are aimed at engaging new participants into that sport. This could be different children to those who are chosen by the school to be part of the competitive teams or it could be a child who has not tried the development sport before but might take up the sport if given the opportunity to access it. They will not be members of community sports clubs in that sport (but might be a club member in a different sport(s). Eligibility criteria is set to engage new participants into the sport. If required the criteria will be set on a 'sport by sport' basis.

#### Squad Information

Minimum Squad Size:	8
Maximum Squad Size:	10

#### Year Groups

Year 5 & 6

#### Gender

Girls

#### Equipment (Schools need to provide/take to competition)

✓ N/A

#### Competition Rules

##### The Game:

- 1) Throughout the Tournament each game shall consist of one innings per team, each innings to be 8 overs long. Pitch length = 17yards

##### Batting & Scoring:

- 1) The batting side shall be divided into pairs, each pair batting for 2 overs, with a new pair starting at the end of the second, fourth and sixth overs.
- 2) Each team starts batting with a score of 200 runs.
- 3) Each time a batter is out, 5 runs are deducted & the other batter of the pair faces the next ball.
- 4) A batter may be out bowled, caught, run out, stumped, hit wicket.
- 5) There is no LBW law unless the batter deliberately blocks the ball with a leg or foot.
- 6) Runs will be scored in the normal way, as will byes.
- 7) 2 runs will be awarded to the batting team for each wide ball and no-ball bowled, but no extra ball will be allocated, except in the final over of each innings when, in addition to the 2 runs, an extra ball will be bowled. See glossary overleaf for details.
- 8) At the end of the first 2 overs, the first pair of batters retires and is replaced by the second pair until all 4 pairs have batted for 2 overs each
- 9) The second team then bats for its 8 overs.

##### Bowling and Fielding:

- 1) Each player on the fielding side must bowl 1 over.
- 2) Bowling will take place from one end only.
- 3) Bowling should be over arm where possible.
- 4) Players on the fielding side DO NOT need to rotate fielding positions.
- 5) With the exception of the wicketkeeper, no fielder is allowed within 10 yards of the batter until the ball is played by the batter.
- 6) No fielder may field within 10 yards of the wicket, measured from the middle stump except behind the wicket on the off-side. A fielder may move into the restricted area to make a catch or field a ball provided he/she was outside the area when the stroke was made.
- 7) The Result:
  - i) The team with the higher score wins. In the event of a tie the team taking more wickets will be the winner. If it is still equal, each player bowls 1 ball at the wickets (no batter), with the team scoring the higher number of strikes the winner.

**Glossary:**

*Byes* - If a batter misses the ball, or if it hits their body, they may still run and score byes.

*LBW* - In the very simple terms, a batter can be given out if the umpire feels that a ball, which hits the batter's leg, would have hit the stumps. This law will not be used unless a batter deliberately blocks or kicks the ball away with the leg or foot.

*Wide ball* - A ball that is too far from the batter to strike will be called a wide. A ball will not be called a wide, no matter how wayward it may be, if the batter manages to hit it. If a ball results in more than 2 wides, they will be added to the batting team's score and the two runs for the wide will be ignored. For example, a bowler delivers a ball so wide it is missed by the wicketkeeper and crosses the boundary for 4. 4 runs are given to the batting side, not 6.

*No ball* - If a ball bounces more than once before reaching the batsman, or if it reaches the batsman above shoulder height without bouncing, it will be called a no ball. A batsman may hit a no ball and if the shot results in 3 or more runs being scored, that score will count and the 2 runs for the no ball will be ignored. If 1 or 2 runs are scored the batsman will be credited for the 2 runs for the no ball.

**Scoring**

The team with the highest score wins.

A tied game is acceptable - a tied game is both teams score the same amount of runs and have lost the same amount of wickets.

In a knockout match if the teams score is equal the following will be used to determine a winner:

- Number of wickets taken.
- Team scoring most runs in overs 1, then 2, then 3 and so on until the 8th over.
- If scores are still level, to determine a winner then a bowl out will take place. Captains shall nominate before the start of the bowl out which four members of the team shall bowl. All four bowlers will bowl 2 balls each and the team that hits the wickets the most will be declared the winner. If still equal then it will be sudden death to decide the winner.

**First Aid & Emergency Procedures**

Schools are responsible for the provision and administration of their own First Aid.

The Competition Organiser will brief all School Staff prior to the start of the competition, and will provide information about emergency procedures.

### Withdrawing from a Competition

In the event your school has to withdraw from the Competition, you need to inform your School Sport Manager at your earliest convenience, ideally with a minimum of 48 hour's notice. Head Teachers will be notified of schools withdrawing from the competition.

### Cancellation of a Competition

In the unlikely event the competition has to be cancelled the Competition Organiser will contact schools at the earliest opportunity. If you are not contacted assume the competition is taking place.