



Appendix i: Rules

1. Aim

- 1.1 The enjoyment for, and fair play by, all players.

2. Pitch

- 2.1 Two sets of wicket, 16 yards apart.

3. Teams

- 3.1 Each team comprises of 8 players. Squads are limited to 10 players.
- 3.2 Quotas pertaining to each competition are as follows.

Year 6 Competition

- The Year 6 Competition is open to all pupils being taught in Year 6 or under **but there are no conditions on the number of boys or girls can make up the team or squad.** Team/Squad can be comprised of all boys only or all girls only or a mix of both boys and girls.
- 3.3 In the event of injury to a player, a substitute will be allowed to field, but not bowl. Should such an injury prevent the player batting, a substitute will be allowed to bat only with the permission of the opposing member of staff.
- ### 4. The Start
- 4.1 The two teams toss a coin to decide which team has the choice of either batting or fielding first.
- ### 5. The Game
- 5.1 Throughout the Tournament each game shall consist of one innings per team, each innings to be 4 overs long.
- ### 6. Batting & Scoring
- 6.1 The batting side shall be divided into pairs, each pair batting for 1 over, with a new pair starting at the end of the first, second, Third and Fourth over.
 - 6.2 Each team starts batting with a score of 200 runs.
 - 6.3 Each time a batter is out, 5 runs are deducted and the other batter of the pair faces the next ball.
 - 6.4 A batter may be out bowled, caught, run out, stumped, hit wicket.
 - 6.5 There is **no** LBW law unless the batter deliberately blocks the ball with a leg or foot.
 - 6.6 Runs will be scored in the normal way, as will byes.
 - 6.7 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.
 - 6.8 At the end of the first over, the first pair of batters retires and is replaced by the second pair until all 4 pairs have batted for 1 over each.
 - 6.9 The second team then bats for its 4 overs.
- ### 7. Bowling and Fielding
- 7.1 4 players on the fielding side must bowl 1 over.
 - 7.2 Bowling will take place from one end only.
 - 7.3 Bowling should be over arm where possible. However, if a bowler does not use the correct arm action i.e. (s)he throws the ball, the speed of the delivery must be limited.
 - 7.4 Players on the fielding side **DO NOT** need to rotate fielding positions.
 - 7.5 With the exception of the wicketkeeper, no fielder is allowed within 10 yards of the batter until the ball is played by the batter.
 - 7.6 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/field a ball provided he/she was outside the area when the stroke was played.



8. The Result

- 8.1 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.

Appendix ii: Glossary

9. An Over

- 10.1 An over consists of 6 balls.

10. LBW

- 10.1 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.

11. Byes

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

12. Wide ball

- 12.1 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.
- 12.2 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.

13. No ball

- 13.1 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.