

ASDA KWIK CRICKET GIRLS TOURNAMENT FINAL

AT DERBYSHIRE C.C.C on 13th July 2010

To: Schools in the Finals

Dear Team Manager

Congratulations to your school on winning through to the Asda Kwik Cricket Finals at Derbyshire C.C.C. on 13 July 2010. We look forward to meeting you and your team. I am sure we shall have an excellent day. Here are a number of points for you:

1. There will be 16 teams in the Finals. Teams will be divided into four groups of four schools, and each team will play the other teams in its group. This will give four teams for the semi-finals.
2. All matches will take place in the main arena.
3. Teams should arrive at the ground in good time for a 10.15am start. Teams will be resting in any series of matches before the semi-finals. Group Managers will meet with Team Managers to explain the organisation of the day.
4. When you arrive at the ground, make your way towards the Main Gate. Here you will be given your Kwik Cricket 'T' Shirts and Kwik Cricket sunhats, which should be worn during the tournament, especially on any official photos. Programmes will also be available at a meeting for teachers and Mr Lake at 9.30am. You will be directed from there.
5. At a suitable time, team managers will be handed lunch bags (10 players and 2 officials).
6. Please make sure that your team moves as quickly as possible from game to game without interfering with other matches. Teams must change pitches outside the perimeter fence. Only teams and umpires will be allowed on the playing area. Teams should stay at their allocated pitches.
7. Travelling expenses at the rate of 30p per mile return journey from school to Derbyshire C.C.C. may be claimed.
8. Umpires will be provided, who will both umpire and score. But if this is not possible in the present climate, please be prepared to provide an umpire. At the end of each game, team sheets must be handed to the Pitch Manager.
9. Semi-finals will be played simultaneously on pitches 2 and 3 immediately after the Group rounds have been completed. The Final will follow on pitch 1.
10. It is essential to move about smartly in view of the long day.
11. Kwik cricket equipment will be provided for all matches.
12. You must report to the Pavilion.
13. Parking for all in the Car Park.
14. Photography - we have been informed that parental permission is needed for the taking of all photographs of children at the National Finals. This includes team and action shots. All schools must furnish letters of permission from the parents of every member of their squad before we can take team photographs and action photographs. These letters of permission can be brought on the day.
15. Permission for the use of a video camera is also required as per the ECB safe hands policy.

Glossary

10. An Over
 - 10.1 An over consists of 6 balls.
11. LBW (Leg Before Wicket)
 - 11.1 In very simple terms, a batter can be given out if the umpire feels that a ball, which hits his/her leg or foot, would have hit the stumps. This law will NOT be used UNLESS a batter deliberately blocks or kicks the ball with his/her leg or foot.
12. A Bye
 - 12.1 If a batter misses the ball, or if it hits their body, they may still run and score “byes”.
13. Wide Ball
 - 13.1 A ball that is too far from the batsman to strike will be called a “wide”. A ball will not be called a wide, no matter how wayward it may be, if the batsman manages to hit it!
 - 13.2 If a ball results in more than 2 “wides”, they will be added to the batting team’s score and the 2 runs for the wide will be ignored. E.g. a bowler bowls a wide ball which is missed by the wicketkeeper and crosses the boundary for 4. 4 runs are given to the batting side, not 6.
14. No Ball
 - 14.1 If a ball, bowled, 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”.
 - 14.2 A batsman may hit a “No Ball” and if that 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 with 2 runs for the No Ball.

Organisation of the National Final

- 15.1 Each school shall be permitted a squad of 10 players. Names and dates of birth of all players are to be given to the ESCA General Secretary (Ken Lake) on the day of the National Final.
- 15.2 The names of the 8 players for each match shall be given to the umpires at the start of the match.
- 15.3 The 16 teams will be divided into 4 groups, and each team will play the other teams in their group once.
- 15.4 The winning team from each game will be credited with 2 points. If the scores are level, each team will earn 1 point.
- 15.5 The winning team in each group will be the team with the highest number of points after all the games have been completed.
- 15.6 If 2 teams lead a group with the same number of points, the winner will be the team that won the match between the 2 teams. If that match ended in a tie, the winner will be the team that scored the most runs in the 3 matches played.
- 15.7 If there are more than 2 teams per group with the same number of points, the winner will be the team scoring the most runs in 3 matches played.
- 15.8 If still equal, the winner will be the team with the higher difference between runs for and runs against. If still equal, each player bowls one ball at the wickets (no batter), with the team scoring the highest number of hits the winner.
- 15.9 The group winners will go forward to the Semi-Finals.
- 15.10 In the Semi-Finals or Final, if the scores are level, the team taking the most wickets will be declared the winners.
- 15.11 Should both sides have taken the same number of wickets, a bowl out will take place (see paragraph 7 above).
- 15.12 The decision of the Tournament Working Party is final in regard to any disputes or infringements of the rules.
- 15.13 Child Welfare – attention is drawn to the ECB publication Safe Hands – welfare of young people in cricket policy. In particular the guidelines on photography and the use of video (3.7)