

THE ASDA NATIONAL PRIMARY CRICKET TOURNAMENT RULES 2010

1. Aim

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

2. Pitch

2.1 Two sets of wickets, 16 yards apart.

3. Teams

3.1 Each team comprises of 8 players. Squads are limited to 10 players.

3.2 Quotas pertaining to mixed sex teams have been abolished.

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 8 overs long.

6. Batting & Scoring

6.1 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.

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 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.

6.9 The second team then bats for its 8 overs.

7. Bowling and Fielding

7.1 Each player 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.

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 or field a ball provided he/she was outside the area when the stroke was made.

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.

8.2 Tied games will be possible in the National Final. See Appendix iii, Organisational Rule 4 on page 10.

9. Eligibility

9.1 Please note that the tournament is open to all pupils under the age of 11 (at midnight on 31 August 2006) at State Primary and Middle Schools in England, Wales, Scotland and Northern Ireland.

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)

RULES FOR AN INDOOR COMPETITION

Normal rules will apply except:

1. No bowler may bowl more than two overs.
2. Bowling will be from one end only.
3. Ball striking the side walls/behind wall first will gain 1 bonus runs to be added to the score.
4. Ball striking boundary wall first after having bounced will gain 6 runs to be added to the score and will be counted as a boundary.
5. Ball striking the boundary wall first without striking the floor will gain 4 bonus runs to be added to the score and will be counted as a boundary.
6. Should batters complete a single by running, this will count as 2 runs to be added on to any bonus runs. As in normal cricket, runs cannot be added on to a boundary.
7. No runs scored for hitting the roof.

Dismissals

As in normal cricket, but with the following addition:

- a. a batter may be caught out one or two handed off a side wall, the wall behind the wicketkeeper or the roof, provided that the ball has not already bounced or struck the boundary wall. Any bonus runs from striking the walls shall not count.
- b. a ball which strikes the boundary wall after having struck a side wall or the roof may be caught, resulting in a dismissal.