

# Hertfordshire U11A Girls' Cricket Cup

## Tuesday 21st May

I am delighted to welcome all players, staff and families to the inaugural U11 Girls' County Cricket Cup. I know we will see plenty of talent on show today and it is great to see more and more high quality girls' cricket each year. The matches come thick and fast throughout the day so you will all have plenty of opportunities to make some cricketing memories. Please arrive by 9.10am for a briefing by the Pavilion.



### ENTRANTS

York House

Berkhamsted

Westbrook Hay

Beechwood Park

Bishop's Stortford

### **Fixtures:**

The competition will take a league format with the first matches scheduled to start at 9.30am and presentations at 3.45pm. Each school will play 4 matches.

	Times	Pitch 1	Pitch 2	Team Off
Game 1	<b>9.30pm-10.40pm</b>	<b>York House v Westbrook Hay</b>	<b>Berkhamsted v Beechwood Park</b>	<b>Bishop's Stortford</b>
Game 2	<b>10.45pm-11.55pm</b>	<b>York House v Beechwood Park</b>	<b>Westbrook Hay v Bishop's Stortford</b>	<b>Berkhamsted</b>
Game 3	<b>12.00pm-1.10pm</b>	<b>Bishop's Stortford v Beechwood Park</b>	<b>York House v Berkhamsted</b>	<b>Westbrook Hay</b>
Game 4	<b>1.15pm-2.25pm</b>	<b>Westbrook Hay v Berkhamsted</b>	<b>York House v Bishop's Stortford</b>	<b>Beechwood Park</b>
Game 5	<b>2.30pm-3.40pm</b>	<b>Westbrook Hay v Beechwood Park</b>	<b>Bishop's Stortford v Berkhamsted</b>	<b>York House</b>

### **Weather**

In the event of weather conditions limiting play, matches will be resolved with a bowl off if a 5 over match is not possible:

- 5 different bowlers, bowling at three stumps.
- The most hits of the stumps wins (one ball each, and it must pitch before the popping crease to count).
- A (foot) no ball, renders that delivery void. In the event of it being a draw after 5 rounds, then it will go to sudden death, with the same bowlers in the same order being available again.

## **Umpires**

All teams must provide an umpire and score their own matches with scores handed in to the Pavilion at the end of each match. We will provide scoresheets.

## **Balls**

There will be a new ball provided on each pitch for the start of each innings.

## **Match Tea**

Light refreshments will be available to parents during the day. Lunches will not be provided and should be provided by each individual school.

## **Departure**

After the presentations after the final set of matches

## **Parking**

Minibuses and cars can be parked in the school grounds.

## **Toilets**

Adults will use the toilets in the PAC. Pupils will use the toilets in the changing rooms.

## **Regulations**

### **1. Matches**

Each game shall be played between two teams of eight (8) players. A match consists of a maximum of 8 six ball overs bowled by each side. A team shall not be permitted to declare its innings closed. Each game consists of only one innings per team.

### **2. Length of innings**

The maximum time allowed for the length of an innings shall be 30mins, with a 5 minute turn around between innings and between matches.

### **3. Number of Players per squad**

A maximum of ten players can be part of a squad. The 8 players nominated to play in the game must be written on the score sheet before the commencement of the game.

### **4. Bowling**

A bowler may bowl a maximum of 2 overs per match. Each member of the fielding team must bowl one over with the exception of the wicketkeeper. The wicketkeeper must be nominated before the start of the match, and under no circumstances shall the wicketkeeper be allowed to bowl. During play the wicketkeeper must stand in a normal wicket keeping position at the instant of delivery otherwise a no-ball shall be called. A different wicket keeper may be nominated for each game but cannot be changed during the course of the game. An over must consist of 6 balls, except in the final over of the innings where there must be six legal balls completed. All overs to be bowled from one end; this must be the same end for both innings. A hard ball will be used.

### **5. Extras**

A wide/no ball shall be counted as two extras to the batting team and no extra ball shall be bowled, except in the final over of the innings. Any runs scored from a No-ball (off the bat, byes, or leg byes) will be credited in addition to the extras for the No-ball. Any ball, which after bouncing, passes the batter above the shoulder height in her normal batting stance or would have passed her above shoulder height if it strikes the batter body or bat shall be called a No-ball. Any ball, which having not bounced

after leaving the bowler's hand passes above waist height, or would have passed above waist height if it strikes the batter's body shall be called a No-ball.

#### 6. Batting

The innings shall be completed at the fall of the 7th wicket. If the batter becomes ill or injured during the course of the game, a replacement can be used as long as the injured/ill player has not started batting. A batter retires on 15 but can come back in at the end if the rest of the team have batted.

#### 7. Fielding restrictions

The umpire shall have the final say on all fielding restriction decisions. In the event of an infringement, the square leg umpire shall call and signal No-ball. If a fielder becomes injured or ill during the course of the game, a substitute fielder will be permitted, subject to the Umpires' approval. The substitute fielder will be able to bat or bowl as long as the ill/injured player has not already done so.

#### 8. Match results

A game shall be won by the team having the highest completed score at the end of the game. The game concludes when the target is reached, or when the nominated number of overs is completed, or when the team batting second is completed within the nominated number of overs. Any match or qualification complaint shall be referred to the Match Referee (Westbrook Hay Head of Sport) who will make a determination. If teams are equal on points at the end of the league, the winner of the previous encounter between the two teams will progress. If this match was tied then the team with the highest average run rate per ball will progress. If this is still undecided then the least wickets lost followed by most wickets taken will be considered. If teams still cannot be separated then a bowl out will be performed. If more than two teams are level on points at the end of the league then the highest average run rate per ball will be used. In the case of a tied match in the seeding match ups the winner will be determined by a bowl off. Each team will get five (5) deliveries to hit three (3) stumps. Each of the five (5) outfield players will have one delivery each and the team that hits the stumps most times will progress. If the 'bowl off' is all square after five deliveries it will go into a sudden death bowl off.

#### 9. Points

Win 10 Points; Tie 5 Points; Loss 0 Points

#### 10. Spirit of Cricket

The MCC's Spirit of Cricket should be upheld throughout the tournament. Otherwise the usual rules of cricket prevail.