

ENTRY DATES

Document Version: 1

Closing date; 6PM: Wednesday 3 January 2018

i This date is when the Intention to Enter and an onsite Team Manager needs to be added to guarantee inclusion in the competition.

Publish draw date: Friday 5 January 2018

i This date is when London Youth Games publishes which Boroughs are entered in the competition.

Confirm squad date; 6PM: Wednesday 31 January 2018

i This date is when the squad details need to be entered on the entry management system.

COMPETITION DATES AND INFORMATION

QUALIFIERS

Sunday 4 February 2018

Harrow Leisure Centre HA3 5BD
londonyouthgames.org/HarrowLeisureCentre

Times:

AM

Registration: 08:00

Team Manager Briefing: 08:15

Competition: 08:30 to 14:00 (approx.)

PM

Registration: 13:00

Team Manager Briefing: 13.30

Competition: 14:00 to 20:00 (approx.)

FINALS

Sunday 25 February 2018

Lord's Cricket Ground, NW8 8QN
londonyouthgames.org/LordsCricketGround

Times:

Registration: 08:30 (first teams) to 12:00 (last teams)

Competition: 09:00 to 16:30 (approx)

Medals: 16:30

WHO IS IT FOR?

Any Licence, minimum grade or standard required? N/A

SQUAD NOMINATIONS

i This is the squad you originally nominate.

Minimum: 6

Maximum: 24

Alternates permitted: 2 (qualifiers + finals inclusive)

TEAM ON THE DAY

i This is the team you bring to the competition.

Minimum: 6

Maximum: 12

i Some competitions allow alternates. This is where you can bring a previously un-nominated competitor.

Event	Oldest DOB	Youngest DOB	Likely School Year
Cricket Female	01/09/04		Year 8 & U

HOW DO I ENTER?

Competition Type: Secondary Open

How to enter: You will need to provide full details of your squad before the closing date so each competitor can be checked and confirmed as eligible. Teams are submitted online. Contact your Borough Team Organiser for online access.



ABOUT THE COMPETITION

Competition Format	MATCHES: Consist of 1 innings per team. Each inning is maximum 6 overs, 6 balls per over. Each player to ball one over. When batsman reaches personal total of 20 she shall retire "not out" but may return to the crease if their side is dismissed within the 6 overs. Team is 6-a-side, minimum 6 on the field of play (see sports specific rules). GROUP POINTS AWARDED: 3 for a win, 2 for a draw, 1 for a loss, 0 if team does not show. If the run scores of both teams are equal, the team losing the fewer wickets shall be the winner. GROUPS DECIDED BY: points accrued then Net Run Rate. QUALIFIERS: a draw is awarded if the teams have both lost the same number of wickets. FINALS: If run scored and wickets lost are equal each member of both teams shall bowl one ball (overarm); the team hitting the stumps the greater number of teams shall be the winner.
Draw Format	Round robin groups to knockout. Up to 8 groups. 8 teams progress to finals.
Seeding	Top 6 teams from previous year's competition are seeded for qualifiers. Random draw for finals.
Final Positions	Teams allocated points according to their group positions if they do not reach the knockout stages. Finals: knockout competition (quarters, semis & final)
Medals	GOLD: winners. SILVER: runners-up. BRONZE: semi-finalists.

WHAT KIT & EQUIPMENT DO I NEED?

Kit & Equipment:	Ball type will be Reader Team Ball. Please provide own bat. Pads and gloves are not required, use is optional.
Team Manager Notes:	Pitch length is 18 yards. A scorer must be provided. Scorers must collect their scoresheets for each match from the main table. Scorers should stand together during the match.

SPORT SPECIFIC RULES

The normal rules of Cricket apply with the following exceptions. Underarm bowling accepted as long as normal laws of cricket are followed.

1. SCORING:

- A ball struck to hit the boundary wall behind the bowler (without touching the floor, or any other wall or ceiling) counts 6 runs.
- A ball struck to hit the boundary wall behind the bowler (touching the floor, but no other wall or ceiling) counts 4 runs.
- The ball becomes dead when a boundary is scored.
- A ball struck to hit the ceiling, one or more of the side or back walls counts 1 run (even if the ball subsequently hits the boundary wall). If a batsman is run out, this 1 run shall be scored.
- A ball that hits any wall from an overthrow counts 1 run.
- 2 runs are scored each time both batsmen physically complete a run.
- If the ball is hit or thrown so that it passes out of the court, the umpires will call & signal "Dead Ball", and only runs already started at that point will be scored.

2. NO BALL:

- There is no extra ball in the over, except in the last over of each innings.
- Batsmen cannot be dismissed off a no ball (except for being run out).
- The fielding team are penalised two runs every time a no-ball is bowled, which is added to the extras tally of the batting team.
- If the batsman scores off a no-ball the runs will be added to their individual score.
- Umpires will call to the scorers on how to record runs scored off no-balls.

3. INCOMPLETE TEAMS:

- If a team is not complete then no batsman who is retired "not out" may return to bat once the rest of the team is dismissed.
- Late arriving players cannot join a started match, but may be considered for future matches.

4. METHOD OF DISMISSAL:

- A striker shall be caught out by a fielder after the ball has hit the ceiling, netting, and any wall except boundary wall provided the ball has not touched the floor.
- The last not-out batsman is given out if the non-striker running with them is run out.
- The striker or non-striker is given out if the ball rebounds from a wall or ceiling and hits the wicket if it has been touched by a fielder.

5. WIDES:

- 2 runs will be scored for a Wide, plus 2 for any additional runs completed by the batsmen, plus one for the ball hitting any of the walls, plus one for any overthrows. There is no extra ball in the over, except in the last over of each innings.
- Balls will be bowled from behind the line at point A to the batsman. Additional tape will be marked on the crease 17 inches on each side and will aid the umpire whether to call a wide. See website for diagram: www.londonyouthgames.org/cricket

6. INCOMPLETE COMPETITION:

In the event that the competition is cancelled or suspended, the following steps will be used to calculate a final result.

- The furthest completed stage of competition will be used to countback.
 - Any teams tied on position will be separated based on the rules above which determine group positions, using averages.
 - The minimum competition required to determine a result is a completed stage.
7. The Competition Director decision is final and they reserves the right to cancel/suspend the competition due to unsafe conditions.

