

VIRTUAL INCLUSIVE CRICKET (Y7-11)



ENTRY DATES & HOW TO ENTER

Document Version: 1

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|---------------------|------------------------------------|---|
| Intention to Enter: | Friday 30 th April 2021 | i. Deadline for School Games Organisers to submit their ITE to London Youth Games via survey. |
| Submit Entry: | Friday 9 th July 2021 | i. Deadline for School Games Organisers to submit their overall participation information. |

For schools competitions the School Games Organiser will co-ordinate entries. Entries are submitted online.

TEAM INFORMATION

- | | | | |
|------------|---|---------------------|-----------|
| Age: | Secondary | Likely School Year: | Year 7-11 |
| Gender: | Mixed | | |
| Team Size: | This is an inclusive event. you should start with 8 players on each team if possible. Each team should include a minimum of two SEND players throughout the game. Please try and ensure that any non-SEND players are those not normally selected for the school team where possible. | | |

COMPETITION INFORMATION

- | | |
|----------------------|---|
| Competition Intent : | To engage new audiences. |
| Competition Format: | There is not a strict format to this virtual event. Schools can adapt where needed, the format below should be used as guideline. |
| Final Positions: | London Youth Games will share an overall London-wide participation leader board. |

SUGGESTED SPACE, KIT & EQUIPMENT

Space: Set the game up on an indoor or outdoor surface that best meets the needs of the players. Mark a line in front of each set of stumps (usually a bat and a half away) to mark the crease. Decide which end the bowlers will bowl from – this remains the same throughout the game. Place two cones at the batting end to indicate when a wide ball is bowled.

The length of the wicket is 10m. Recommended outdoor boundary – 30 metre circle.

Kit & Equipment:

- o 2x Kwik Cricket bats.
- o 1x Kwik cricket ball.
- o 1x Wicket keeping gloves.
- o 2x Sets of stumps.

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SPORT SPECIFIC RULES

- These rules will run alongside the Inclusive Cricket School Games format found [here](#).
- This is a participation event and LYG will not collect results from schools taking part. The format and rules for this event are provided for guidance and can be adapted locally.

BATTING and SCORING

- a) 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.
- b) **Batters'** alternate positions after each over so they can bat an equal amount.
- c) Each team starts batting with a score of 200 runs.
- d) Each time a batter is out, 5 runs are deducted, and the other batter of the pair faces the next ball.
- e) A batter may be out bowled, caught, run out, stumped, hit wicket.
- f) There is no LBW law unless the batter deliberately blocks the ball with a leg or foot.
- g) Outdoor boundaries are 4 runs.
- h) Byes: if a batter misses the ball, or hits their body, they may still score runs.
- i) Batters get two additional runs for every wide or no ball bowled but there are no extra balls bowled.
- j) The second team then bats for its 8 overs.

BOWLING & FIELDING

- a) Bowling will take place from one end only.
- b) Fielders position themselves around the pitch (one wicket keeper, one bowler and six fielders).
- c) Fielders rotate positions after each over. A new bowler bowls the next over.
- d) Players are encouraged to bowl overarm with a run up or from a stationary position. Players can also opt to bowl underarm.

RESULTS

- The team with the most runs after everyone has batted wins, in the event of a tie the team taking more wickets will be the winner. If this is still equal, each player bowls one ball at the wickets with the winner being the team scoring the higher number of strikes.
- We encourage schools to use this rules and guidelines as best fits your needs locally. The most important element is having fun and learning new skills.

RECORDING PARTICIPATION

1. Schools will be required to submit a [Participation Spreadsheet](#) to their SGO's recording their overall school participation in the Virtual Inclusive cricket event.
2. **SGO's** will be then required to submit their Overall Borough Participation to LYG by the deadline.