

# VIRTUAL KWIK CRICKET (Y3-6)



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## ENTRY DATES & HOW TO ENTER

Document Version: 1

Intention to Enter: Friday 30<sup>th</sup> April 2021

i. Deadline for School Games Organisers to submit their ITE to London Youth Games via survey.

Submit Entry: Friday 9<sup>th</sup> 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.

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## TEAM INFORMATION

Age: Primary

Likely School Year: Year 3 - 6

Gender: Mixed

Team Size: For a game of Kwik Cricket, you should start with 8 players on each team if possible. However, this is a participation event, and we encourage as many young people in your borough to take part as possible.

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## COMPETITION INFORMATION

Competition Intent : To increase motivation

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.

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## SUGGESTED SPACE, KIT & EQUIPMENT

Space: Set out two sets of **wickets, the recommended length being 15 yards apart for under 9's and 17 yards apart for under 11's and equivalents. Recommended boundary to be a maximum of 30 metres for under 9's and 35 metres for under 11's.**

Kit & Equipment:

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

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## SPORT SPECIFIC RULES

- These rules will run alongside the ECB Kwik Cricket Rules available to download [here](#) and 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. The second team then bats for its 8 overs, if 8 players started the match.
- b) Teams may start a match with a minimum of 5 players, but they will only be allowed to bat for the number of overs they have players (5 players = 5 batting overs). They will still be required to bowl 8 overs to the other team if the opposing team has 8 players and the coach/umpire will choose the bowlers to bowl additional overs.
- 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) Runs will be scored in the normal way, as will byes.
- h) Two runs will be awarded to the batting team for each wide ball and no-ball bowled plus any additional runs that are taken but no extra ball will be allocated, except in the final over of each innings when, in addition to the two runs, an extra ball will be bowled.

### WIDES and NO BALLS

Two runs will be awarded to the batting team for each wide ball and no-ball bowled plus any additional runs that are taken but no extra ball will be allocated, except in the final over of each innings when, in addition to the two runs, an extra ball will be bowled.

### BOWLING & FIELDING

- a) Bowling will take place from one end only, eight overs to be bowled, with each player bowling one over, each game to consist of one innings per team. If teams only have 5, 6 or 7 players then the coach and/or umpire will select 3 (if 5), 2 (if 6) or 1 (if 7) to bowl a second over.
- b) Bowling should be over arm where possible, Bowling styles can be adapted to include underarm bowling or a teacher/leader bowl if necessary.
- c) All fielders, including the wicketkeeper can rotate positions after each over, so they can explore every position including wicket keeper.
- d) With the exception of the wicketkeeper no fielder may field within 10 yards of the wicket.
- e) A fielder may move into the restricted area to field a ball provided he/she was outside the area when the stroke was made.

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## RESULTS

- The team with the higher score 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 Kwik Cricket event.
2. **SGO's will** be then required to submit their Overall Borough Participation to LYG by the deadline.