**Y3/4 Summer Smash Cricket**



@Active\_Fusion



**Event: Y3/4 Summer Smash Cricket**

**Date:** Thursday 11th June 2020

**Venue: Doncaster Town CC**

**Time:** 9:30-3pm

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**Yorkshire Finals: Yes**

**Venue:**  Yes

**Time:** Yes

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Thank you for entering this year’s **Y3/4 Summer Smash Cricket Finals.** This year’s festival will be held at Doncaster Town CC on Thursday 11th June 2020. Schools will be expected to arrive **9:15am** prompt this will allow the competition to start and finish on time.

Pupils will be expected to be changed and ready to play when they arrive at the ground as changing facilities will not be available on arrival. **All equipment will be provided on the day by the school so schools do not have to bring their own.**

The event lasts for 5.5 hours children should bring refreshments for the competition. The event will take place outside so young people should bring appropriate clothing and products for the weather.

Please ensure that you are aware of which children have photo consent prior to arriving at the competition as the organisers may take photos to use for promotional materials on social media and websites.

Attached to this letter are rules and further information about the competition. **IT IS EXPECTED THAT SCHOOLS WILL BE AWARE OF THE RULES AND THAT CHILDREN UNDERSTAND WHAT THEY SHOULD BE DOING.**

If you have any further questions, then please do not hesitate to contact me on the details below.

Martin Stirling and Craig Dallas

School Games Organisers

01302 637276

Or via email: [info@activefusion.org.uk](mailto:info@activefusion.org.uk) (RE- competition name)

[](http://www.google.co.uk/url?sa=i&rct=j&q=&esrc=s&source=images&cd=&cad=rja&uact=8&ved=0ahUKEwj3r8rxu4bNAhUjB8AKHZC3CVUQjRwIAw&url=http://activefusion.org.uk/cpd/&psig=AFQjCNGiMk2oBhPK4RnZnWdgyCq1WxKQLw&ust=1464858122569480)

**Rules:**

**1.Aim**

Enjoyment for, and fair play by, all players

**2. Pitch**

Two sets of wickets, 16 yards apart.

**3. Teams**

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

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**

The two teams toss a coin to decide which team has the choice of either batting or fielding first.

**5. The Game**

Throughout the Tournament each game shall consist of one innings per team, each innings to be 8 overs long.

**6. Batting & Scoring**

* 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.
* Each team starts batting with a score of 100 runs.
* Each time a batter is out, 5 runs are deducted and the other batter of the pair faces the next ball.
* A batter may be out bowled, caught, run out, stumped, hit wicket.
* There is no LBW rule unless the batter deliberately blocks the ball with a leg or foot.
* Runs will be scored in the normal way, as will byes.
* 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.
* At the end of the first 2 overs, the first pair of batters retire and are replaced by the second pair until all 4 pairs have batted for 2 overs each.
* The second team then bats for its 8 overs.

**7. Bowling and Fielding**

* Each player on the fielding side must bowl 1 over.
* Bowling will take place from one end only.
* Bowling should be overarm where possible.
* Players on the fielding side need to rotate fielding positions after each over.
* With the exception of the wicketkeeper, no fielder is allowed within 10 yards of the batter until the ball is played by the batter.

**8. The Result**

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.

**9. Pool Winner**

In the event of two or more teams having equal points after all group or pool matches the winning pool team will be decided on the basis of the highest aggregate of nett runs scored less opponents nett runs scored in the pool games.