

Berkshire U12 Girls Festival Rules

Rules

1. Aim
 - 1.1 The enjoyment for, and fair play by, all players.
2. Pitch
 - 2.1 Two sets of wickets, 18 yards apart.
 - 2.2 Boundaries ideally should be a minimum of 30 yards long
3. Teams
 - 3.1 Each team comprises of 6 players. The maximum squad size should be 9 as this will ensure that all girls play a minimum of 2 games per festival.
 - 3.2 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 team's coach.
4. The Start
 - 4.1 The two teams toss a coin to decide which team has the choice of either batting or fielding first.
5. The Game
 - 5.1 Throughout the Festival each game shall consist of one innings per team, each innings to be 9 overs long.
6. Batting & Scoring
 - 6.1 The batting side shall be divided into pairs, each pair batting for 3 overs, with a new pair starting at the end of the third and sixth overs.
 - 6.2 Each team starts batting with a score of 200 runs.
 - 6.3 Each time a batter is out, 5 runs are deducted and the other batter of the pair faces the next ball.
 - 6.4 A batter may be out bowled, caught, run out, stumped, hit wicket.
 - 6.5 There is no LBW law unless the batter deliberately blocks the ball with a leg or foot.
 - 6.6 Runs will be scored in the normal way, as will byes.
 - 6.7 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. See glossary below for details.
 - 6.8 At the end of the first 3 overs, the first pair of batters retires and is replaced by the second pair until all 3 pairs have batted for 3 overs each.
 - 6.9 The second team then bats for its 9 overs.
7. Bowling and Fielding
 - 7.1 Each player on the fielding side must bowl 1 over, with the exception of the wicket keeper who does not have to bowl. No bowler can bowl more than 2 overs per innings. If a team decides to switch wicket keepers in an innings all 6 bowlers must bowl a minimum of 1 over each.
 - 7.2 Bowling will take place from one end only.
 - 7.3 Players on the fielding side DO NOT need to rotate fielding positions.
 - 7.4 With the exception of the wicketkeeper no fielder may field within 10 yards of the wicket, measured from the middle stump except behind the wicket on the off-side. A fielder may move into the restricted area to field a ball provided she was outside the area when the stroke was made.
8. The Result
 - 8.1 The team with the higher score wins. If scores are level the match will be declared a tie. In the event of a tie in a knockout match 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. If still level a sudden death bowl-out will be used until a winner is decided.
9. Equipment
 - 9.1 A junior 'incrediball' is to be used in all games. The host club is responsible for providing match balls.
 - 9.2 Girls are advised to wear batting gloves, but no other protective equipment needs to be worn.
10. Eligibility
 - 10.1 Please note that the tournament is open to all girls 12 or under (at midnight on 31 August 2014).

Glossary

11. LBW
 - 11.1 In the very simple terms, a batter can be given out if the umpire feels that a ball, which hits the batter's leg, would have hit the stumps. This law though will not be used unless a batter deliberately blocks or kicks the ball away with the leg or foot.
12. Wide ball
 - 12.1 A ball that is too far from the batter to strike will be called a wide. A ball will not be called a wide, no matter how wide it may be, if the batter manages to hit it with bat or body.
13. No ball
 - 13.1 If a ball bounces more than twice before reaching the batsman, or if it reaches the batsman above waist height without bouncing, it will be called a no ball.

Festival Organisation, Groups and Results

14. Each festival will be organised by the host club. 4 teams will compete in each festival which everyone playing each other once.
15. Each team is responsible for having an umpire / scorer. This can be the same person.
16. Clubs will need 2 x 18 yard pitches clearly marked on the outfield, with minimum 30 yards boundaries.
17. It is the responsibility of the host team to report results to Tom Russell – tom.russell@berkshirecricket.org . Results should be reported in the following format:
 - Team Batting First - Total Runs scored (with wickets already deducted) + wickets lost
 - Team Batting Second – Total Runs scored (with wickets already deducted) + wickets lost.
 - Result

For example:

Reading 260 runs for 5 wickets

Henley 268 runs for 2 wickets

Henley win by 8 runs

Results and group tables will be shown on <http://berkshireycl.play-cricket.com/home/home.asp>

18. Each team will play 12 group fixtures spread over 4/5 festivals.
19. A win will count as 2 points, a tie 1 point and a loss 0 points
20. The winning team in each group will be the team with the highest number of points overall, after all the games have been completed.
21. If 2 teams in a group finish with the same number of points, the winner will be the team that has the best net run rate. If still level, the winner will be the team that has the best run/wicket differential (runs scored/wickets lost) - (runs conceded/wickets taken)
22. If still equal, the winner will be the team that has scored the most runs in the all group games. If still equal, the winner will be the team that has taken the most wickets in all group games.
23. The group winners and runners up will go forward to the Gold County Finals Day. The group 3rd and 4th place teams will go through to the Silver County Finals Day.
24. In the County Final match, if the scores are level, the team taking the most wickets will be declared the winners. A tie will be allowed in all group matches.
25. Should both sides have taken the same number of wickets, a bowl out will take place.
26. The decision of the Competition organiser is final in regard to any disputes or infringements of the rules.