

Woolworths Cricket Blast School Cup

INFORMATION PACK

Loganholme Cricket Club 108 Tansey Drive, Tanah Merah, QLD 4128 Friday 16th August 2019 Grade 3/4 Mixed







WELCOME

Thank you for nominating your school to participate in our inaugural Cricket Blast School Cup at Loganholme Cricket Club. I really hope you and your students enjoy the experience and any feedback is greatly appreciated.

This information pack provides details for the competition on **Friday 16th August 2019 at Loganholme Cricket Club (108 Tansey Drive, Tanah Merah, QLD 4128).** <u>Please note:</u> If your team/s win they may have a chance to progress to a Region Final! More info to come.

On arrival at Loganholme Cricket Club:

- Register your school attendance with the Queensland Cricket representative.
- All teams will need to arrive by 9:00am. A teacher briefing will take place at 9:15am to receive fixtures, rules and any other information.

Queensland Cricket would like to remind all participants about the importance of sun protection. It is strongly recommended that all participants wear hats, sunscreen and protective clothing. It is also highly recommended that all participants bring their own water bottle and drink plenty of water throughout the day. Teachers and students will also be required to bring their own lunch.

If you have any queries prior to the day, please feel free to contact me on the details below.

Best of luck for a great day of cricket!

Kind regards,

Mitch Tinning Participation Officer (Logan) – Queensland Cricket 0466 792 878 Mitch.Tinning@qldcricket.com.au



WHAT TO BRING

Umpiring

A volunteer umpire (teacher, senior student etc.) per team is required. Please contact Mitch Tinning ASAP if you are unable to provide an umpire.

Scoring

- Clipboard per team
- > Pen per team
- Scoresheets will be provided on the day (please familiarise yourself with the rules prior to the day these are below)

Cricket Equipment

- Queensland Cricket will supply all equipment; including stumps, bats, markers, tees and balls for each game and all fields will be set up by Queensland Cricket staff prior to the first game commencing.
- Bats Kids can bring their own bats if they choose to do so.

Students

- ≻ Hat
- Sunscreen
- > Water
- Lunch and snacks
- Appropriate sun protective clothing
- > Appropriate footwear

<u>Other</u>

- Shade tent/marquee (if required)
- Water containers (where possible)





ORDER OF EVENTS

- 9:00am Teams to arrive
- 9:10am Teachers briefing
- 9.20am Students welcome
- 9:30am Round 1 begins
- 10:25am Return completed score sheets
- 10:30am Round 2 begins
- 11:25am Return completed score sheets
- 11:30am Round 3 begins
- 12:25pm Return score sheets
- 12.30pm Lunch
- 12:55pm Round 4 begins
 - **1:50pm** Return Score sheets
 - 2:00pm Presentation
 - 2.15pm Schools to depart



RULES

GENERAL RULES

- 8 players per team on the field, Maximum of 10 Players per Team (2 non-Bowlers & 2 non-Batters).
- Teams must have 3 fielders each side of the wicket always. (excluding wicket keeper and bowler).
- All runs scored from byes are counted (including boundaries). Overthrows will NOT be counted!
- ALL Tee shots must be hit IN-FRONT of square

BATTING RULES

- Batting pairs bat for two overs and remain batting regardless of how many times they are 'out'.
- Batters swap ends at the end of each over OR when dismissed (Ideally each batter will face 6 balls each).
- ✓ The bowling team receives 5 bonus runs for every dismissal/wicket.
- If a batter swings and misses two consecutive fair deliveries, they hit off the tee and change ends. No runs or wickets are counted for this shot. (This tee shot counts as the second consecutive ball faced, they then rotate off strike.)

FREE HIT

- A FREE HIT off the tee is given if a no-ball or wide is bowled.
- Players DO NOT have to run on a free hit.
- The batting team receives two bonus runs PLUS any runs from the 'free hit' off the tee.
- If a player scores runs from the actual no-ball or wide, these are also counted. (e.g. if a no ball is hit for 6 or if a wide is bowled, the keeper misses it and the batters run. A ball can NOT be deemed a wide if the batter hits it or the ball hits any part of their body!)

BOWLING RULES

- Eight players must bowl one over each.
- All overs are bowled from the same end.
- There is a maximum of six deliveries in each over. Wides and no-balls are NOT re-bowled!

DOUBLE ZONE

- All runs scored from balls HIT into the Double Zone are doubled.
- No more than 3 players can field in the double zone at the time of delivery.

WOOLWORTHS CRICKET BLAST SCHOOL CUP GROUND SETUP



BATTING TEES

Mark the crease (Approx. 1.2 metres from stumps) and act as wide markers. **FIELDERS** Fielders are not allowed within 10 metres of the bat until the ball is hit (Excluding the Wicket-keeper). POINT

25m from Batting End Stumps (radius from Point to Square Leg)

DOUBLE ZONE

16m Stump to Stump

All runs scored off the bat in this area are worth double. (Overthrows are not doubled).

For Secondary School Cups, the recommended pitch length is 18 metres, with boundaries of 35 metres.



SCORESHEET EXAMPLE

[For this format, please ignore the 'Over 3' and 'Over 4' columns]

- 1. Enter Batter's names under designated Batting Pair.
- 2. Enter Bowler's name near the Over number bowled in the light blue box.
- Mark the runs scored with a number, next to the Batter's name for the relevant ball in each Over.
- 4. Mark any Wickets (Wkts) with a W.
- 5. Mark any Wides or No Balls as two runs and draw a circle around it.
- 6. Mark any balls from which there is no score with a dot.
- 7. Make sure all six boxes are filled for each Over.
- Once the Batting Pair has completed their <u>two</u> Overs (reminder to ignore the 'Over 3' and 'Over 4' columns), tally the Total Wickets (Wkts) and Runs for each Batter. Then combine the two to calculate the Pair Total and Team Running Score.
- **9.** For Batting Pairs 2-4, ensure you are calculating the Team Running Score by adding the previous Batters' scores to the current Batters' scores.
- **10.** Once all Batting Pairs have batted, complete Team Total.
- 11. The loss of a Wicket results in 5 Bonus Runs to the opposition. At the completion of the innings, multiply the total of wickets lost by five and put this in the Bonus Runs Awarded to Opposition box.

NOTE: If this team is the first to Bat, leave the Bonus Runs Received from Opposition and Grand Total boxes empty. They will be completed upon the conclusion of the second team's innings.

	OVER 1	DVER 2			PAIL		EAM RU SCO	NNING Re
ATTING PAIR 1	Eshaan	sally	Wkts	Runs	Wkts	Runs	Wkts	Runs
Jack		4 . 8 1	0	14	0	36		
Ishan	@ 8 ·	4 C	0	22		50		
BATTING PAIR 2	Adam	Chris	Wkts	Runs	Wkts	Runs	Wkts	Runs
Gvaham	1 .	• • 4 •	0	5		15	0	51
Penny	• • 4 1	ØI	0	10	0	5.0		
BATTING PAIR 3	Alice	Darren	Wkts	Runs	Wkts	Runs	Wkts	Runs
savah	• • 4 1	Ø · 1	0	8	1	14	1	65
Rohan	· v	. 42	1	6	-		-	
BATTING PAIR 4		Andrew	Wkts	Runs	Wkts	Runs	Wkts	Runs
AAVON	40.1	W I	1	10	2	26	3	91
David	4 🤅	D W • 4 @	1	16				

			Wkts	Runs	
BATTING TEAM	GTEAM Bailey's Belters	Team Total	3	91	
		Bonus Runs awarder Total Wkts x 5	Bonus Runs awarded to Opposition Total Wkts x 5		
DATE	29th October 2018	Bonus Runs receive		5	
DATE		GRAND TOTAL Team Total + Bonus R	uns received)	96	