



**CRICKET
SCOTLAND**

Who

S3 and below

The Game

8 a-side

Pairs cricket

2 overs per pair
(8 overs per innings)

Each player must bowl 1 over
(over-arm bowling only)

Equipment

Windball

Bat & Gloves

Blue plastic stumps

Cones
(to mark out Ultimate
Scoring Zones)

Facilities

Grass cricket pitch

Artificial cricket pitch

2G or 3G artificial pitch

Indoor sports hall

Scoring

Start on 100

All scoring shots must be run

Minus 5 runs for a dismissal

Ultimate Scoring Zones
- ball hit into zone scores 10
- plus any runs completed

Out

Bowled

Caught
(including off fence, wall)

Run out

Stumped

Hit-wicket

Simple

Choose your match facility

Know the rules for that facility

Play the game



**CRICKET
FACTORY**
Schools' Cup

Want To Know More? Want To Enter A Team?

Contact your local Cricket Scotland Regional Participation Manager

The Game Layout

NB Where possible the pitches must be set up so that the match area is short in length and long in width.

Ultimate Scoring Zones

On Boundaries or Walls

Mark out using cones

The zones are situated behind the bowler and square of the wicket.

