



**CRICKET
SCOTLAND**

**National Primary
Schools Kwik
Cricket
Competition -
Rules**

2016 National P6 Primary Schools' Cup

KWIK CRICKET RULES & REGULATIONS

The National P6 Primary Schools' Cup is a Kwik Cricket (8-a-side) pairs tournament for boys and girls who are in P6 (and/or below) at the commencement of the tournament. The rules & regulations are to be adopted for all regional qualifying competitions and the National Finals Day in.

Organisation

1. Teams will consist of 8 players, with a minimum of 3 girls per team. (A school may use a squad of up to 10 at any event.)
2. Teams will consist of players from P6 and below.
3. Unless stated otherwise in this document the Laws of Cricket will apply - and the MCC Spirit of Cricket should be upheld.
4. The pitch (please see the pitch layout diagram for further assistance):
 - a. is 16 yards in length
 - b. The following markings will be made on the pitch:
 - i. Two parallel 'bowling' creases at each end of the pitch (i.e. 16 yards apart) extending 1 metre either side of middle stump, with the position of middle stump marked with a cross on the line.
 - ii. A 'batting' crease parallel to the 'bowling' crease (known as the 'popping' crease), shall be marked at each end of the pitch. This 'batting' crease shall be the same length as the 'bowling' crease and will be marked 1.22 metres (4 feet) away from the 'bowling' crease, towards the middle of the of the pitch.
 - iii. A cross, 0.3 metres (1 yard) in front of the 'batting' crease and directly on the imaginary line between the two middle stumps, shall be marked at the end of the pitch where the batters strike the ball.

Pitch Layout

16 yards (14.63m)
25m boundaries

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Batting & Scoring

1. Each team will start with a score of 200 runs.
2. Both teams will bat for 8 overs.
3. Batters will bat for 2 overs in pairs.
4. If a batter is dismissed, they will continue to bat in their pair - but:
 - a. 5 runs will be taken away from the team total and
 - b. The batter who is dismissed must not face the next delivery bowled. (NB: The batters may have to swap ends to ensure the dismissed batter does not face the next delivery.)
5. Batters can be dismissed by being: a. bowled b. caught c. hit wicket d. run out (for the purposes of simplicity in introducing the game there is no distinction between a 'stumping' and a 'run out' i.e. whatever the circumstance if a batter is out of their ground when the wicket is hit with the ball they will be deemed to be run out).
6. If a 'no-ball' or a 'wide ball' is bowled, this will result in a free hit off the 'T'. Once any play as part of the 'no-ball' or 'wide' ball has been completed:
 - a. the square leg umpire will place the ball, on the 'T', on the cross marked at the striker's end,
 - b. once safe to do so, the batter may swing at the ball only once,
 - c. the batter must hit the ball in front of the crease line at the striker's stumps (i.e. 'in front of square'),
 - d. The 'T' ball is a 'free-hit' and not counted as the next delivery in the over.
7. The scoring for these 'T' ball deliveries includes 2 for the original wide/no ball + any runs scored before the initial delivery is completed + any score made on the free hit. (The striker can still be dismissed from the free hit too!)

Bowling and Fielding

1. Each fielder must bowl once.
2. Bowlers must bowl over-arm.
3. Apart from the wicket-keeper (or a slip fielder) no fielder may stand, or move, within 10 yards (approx 8 metres) of the striker's end batter prior to the batter attempting to strike the ball.
4. Fielders are not allowed to move prior to a 'free-hit'; unless the batters have swapped ends (i.e. completed a run).

5. A 'wide'* is a delivery that is not within reach of the striker. *Umpire's discretion is used for this.

6. A 'no ball' will be called for a delivery that does not bounce and is above the height of the batter's shoulder or for a delivery that bounces more than twice before it reaches the crease line at the batter's end.

7. The team with the highest runs at the completion of both innings will be the winner. In the event of the runs being tied the team that has lost the fewer wickets will be adjudged the winners.

The Result

1. The team with the most runs at the completion of both innings will be the winner.

2. In the event that the number of runs scored is equal:

- a. the team that has lost fewer wickets will be adjudged the winners,
- b. if equal, then the team scoring the most boundaries (i.e. 4s and 6s) will be the winners,
- c. if still equal, then the team scoring the most boundary 6s will be the winners,
- d. If still equal, then a tie will be declared.



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