



## Primary Schools Girls Cup and Primary Schools Boys Cup

### Rules & Regulations 2023

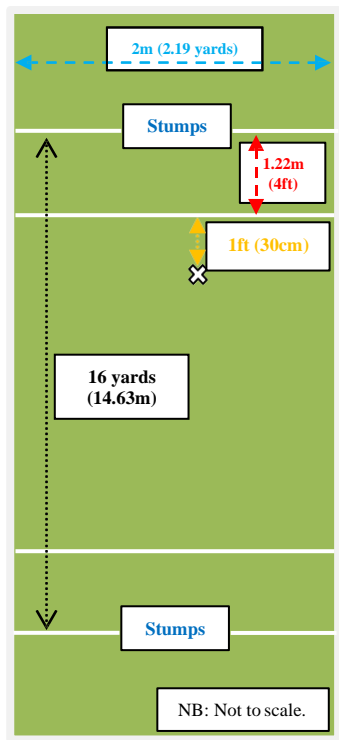
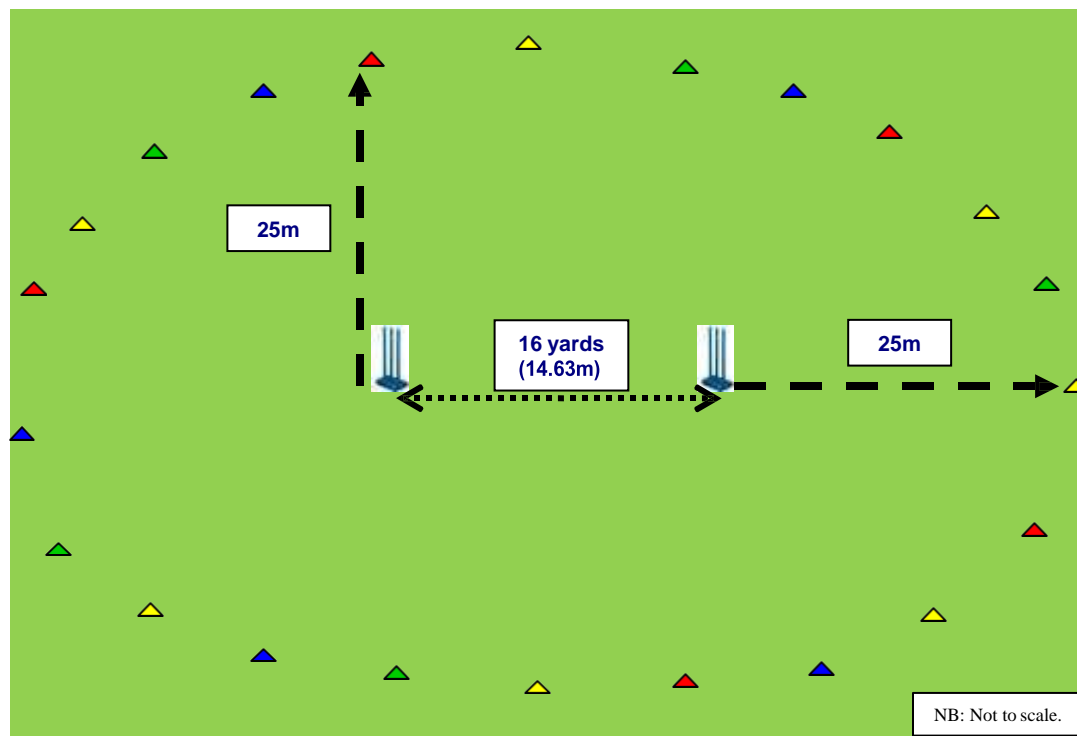
The Cricket Scotland National Primary Schools Cups are 6-a-side pairs tournaments for boys and girls who are in P6 (and/or below) at the commencement of the tournament.

These rules and regulations will be used for the National Tournament and Regional Qualifying, should they be required.

### Organisation

1. Teams will consist of 6 players. 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 yard (0.92 metres) 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), will be marked at each end of the pitch. This 'batting' crease will be the same length as the 'bowling' crease and will be marked 4 feet (1.22 metres) away from the 'bowling' crease, towards the middle of the of the pitch.
    - iii. A cross, 1 yard in front of the 'batting' crease and directly on the imaginary line between the two middle stumps, will be marked at the end of the pitch where the batters strike the ball.

## Pitch Layout



## Batting & Scoring

1. Each team will start with a score of 100 runs.

2. Both teams will bat for 60 balls.
3. Batters will bat for 20 balls per pair.
4. If a batter is dismissed, they will continue to bat in their pair, but:
  - a. 5 runs will be added to the bowling team's score 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. **Dismissals** - 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. **Wides/No balls**

If a '**no-ball**' or a '**wide ball**' is bowled, this will result in 2 runs added to the total and no extra ball will be bowled.

## Bowling & Fieding

1. **Everyone bowls!** - Each fielder must bowl two 5 ball overs.
2. Bowlers must bowl over-arm where possible.
3. Apart from the wicket-keeper (or a slip fielder) no fielder may stand, or move, within 10 yards (approx 8m) 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.
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.

\*Umpire's discretion is used for this.

## Result

1. The team with the most runs (i.e. highest score) at the completion of both innings will be the winners.
2. The following scale will be used to determine the winning team if the scores are equal:
  - a. If the runs scored are tied the team that has lost fewer wickets will be adjudged the winners
  - b. If the number of wickets lost is tied the team scoring the most boundaries (i.e. 4s and 6s) will be the winners,
  - c. If the number of boundaries is tied the team scoring the most boundary 6s will be the winners,
  - d. A tie will only be declared if the number of boundary 6s scored is tied.