

2014 Durham Elementary Continuous Cricket Challenge



Wednesday, November 26th, 2014
12.30 to 4.00

Location and Entry Fee: TBD

(Both will be based on the number of teams entered)

Please send an email to **Nauman Vania** via Lotus Notes if you plan to participate with the number of teams you would like to enter.

Organized by Don Laita & Nauman Vania
Queen Elizabeth Public School



TOURNAMENT FORMAT and RULES

THE TEAM

Teams will be made up of eight **(8) players** with the minimum of **2-3 of a single gender** on the field to begin each game. ***Optional*** others (up to 2 per team) will be available as substitutes. Substitutes may only enter the game at the start or in the case of injury. **Open to students in Grades 4-8.**

THE EQUIPMENT

The official Cricket Canada Kwik-Cricket Schools Set will be used for the tournament—which will be **provided at the tournament site. Soccer Cleats are allowed** at TBD.

TEAM UNIFORMS

Please ensure all team members are wearing a **jersey** that identifies their **school name**.

GAME TIMES

Time is of the essence, be ready to play on time! Each team bats for a set period of time (10 minutes or 8 overs whichever comes first) or until the batting side are **ALL OUT**.

Match begins with the captains taking the **coin toss or rock paper scissors**. Know before the toss if you are choosing to bat or field

GROUND RULES

The facility will be divided into 4 (four) playing areas. Each playing area will be enclosed using the lines of one half of a half-size soccer field. **See Map for more details.**

Any ball **hit out of the playing area** will be called dead. **2 runs** will be awarded when the ball goes out of play to the side of the wicket. A **pylon** will be placed on the side boundaries, beyond that point **4 runs** will be awarded for a ball **rolling out of the playing area**. **6 runs** will be awarded for a ball **flying out of the playing area**.

REMEMBER:

Bowling: If the bowler cannot complete the proper bowling action, they should just throw the ball at a slower pace. Bowler must keep their front foot behind an imaginary line connecting the two pylons when bowling.

If the bowler **oversteps** or **“throws”** the ball, **play is dead** and **warning is given** — the next incident “No Ball” is called, the batter can still score runs without risk of being bowled or caught, plus **2 runs penalty**.

Batting: Players must sit on bench ready to step in when a teammate is out.

Batter stands ~1m in front of stumps.

Balls **hit deliberately behind the wicketkeeper** count for **no runs** — **play is dead**.

Clarification: A run is completed when the batter runs all the way around the pylon and returns to the front of the wicket **“hitting zone”**. If the batter makes an attempt at hitting the next ball and is out bowled, the **previous run will count**. If the batter is not near the “hitting zone” and is bowled, **no run is scored**.

Last ball of an innings: If the **last ball** is put **safely into play**, the batter can **keep running** until the **wicket is hit**. The fielders must first **return the ball to the bowler**. The bowler may then **throw** the ball at the wickets. If the bowler misses, **any player** can throw the ball at the wickets, from **where they get the ball**. The batter scores as many runs as they have completed before the wicket was hit.

Fielding: Honour system for catches—if the fielder claims it caught —batter is out.

CONTINUOUS CRICKET

A good, simple game for all ages to improve cricket bowling, batting and fielding skills.

AIM

Bowling: To bowl, with the proper action, and bounce the ball so that it hits the stumps.

Batting: To score as many runs as possible by hitting the ball into gaps and running.

Fielding: To stop the batters scoring by either catching the ball or stopping it and getting it back to the bowler as fast as possible.

ORGANIZATION

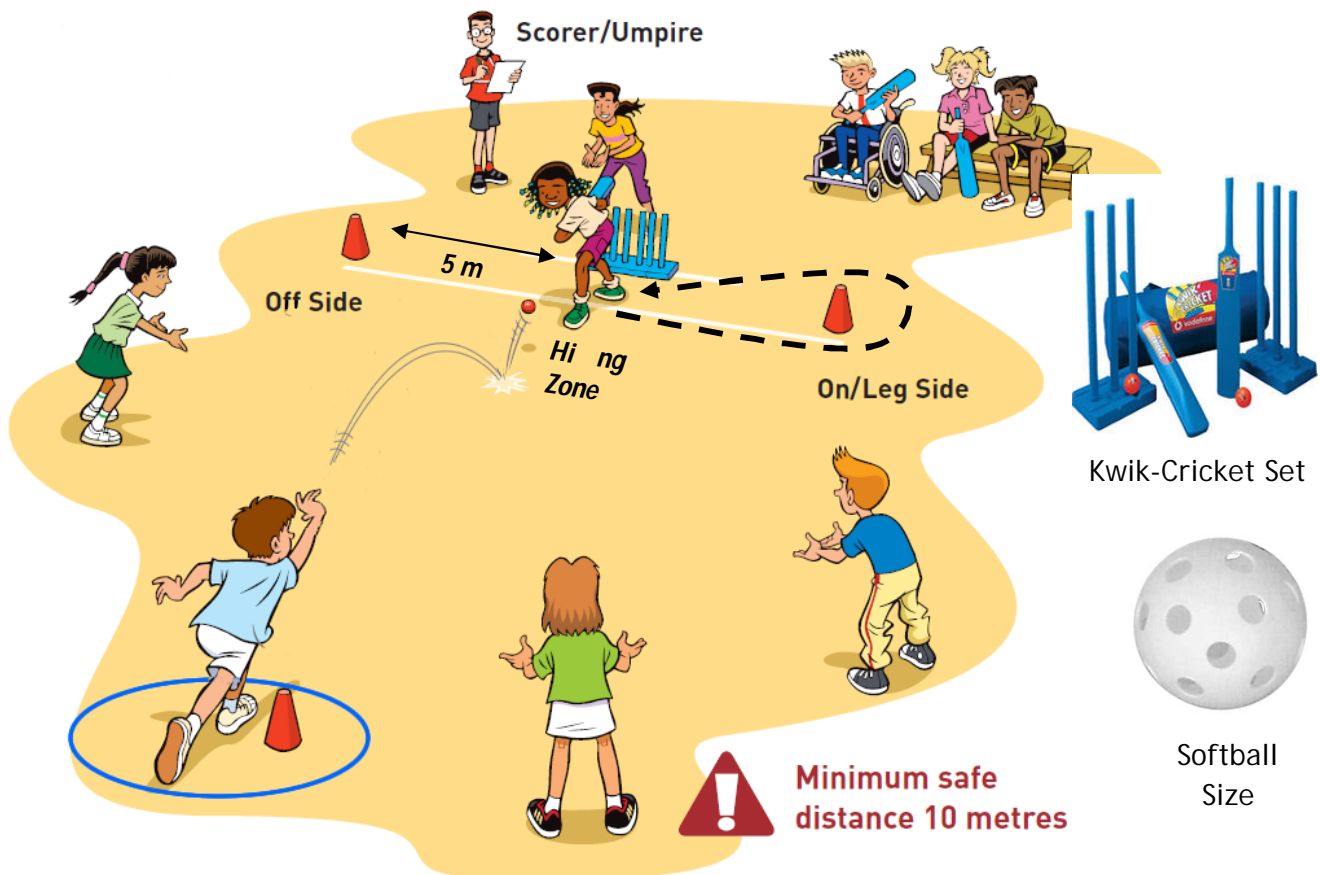
Equipment: 1 plastic Kwik-Cricket set: 2 sets of stumps to make the **wicket**, 2 bats (one of each height), 2-4 cones or hula-hoop and softball size wiffle-ball.

Teams: Divide up into two equal teams (preferably eight-a-side) For competitive play there must be a minimum 2-3 of each gender.

Batting: Batter number 1 starts in front of the stumps (about 1m away) ready to hit the ball. All remaining batters stand a safe distance behind the stumps.

Fielding: Fielders spread out, no closer than 10 metres from the batter. There needs to be one bowler and one wicket keeper. All other fielders may be placed strategically

Playing Area: Set out the activity as shown in the diagram below. 2 sets of stumps (**wicket**) should be used to speed up the game and for calling **wides**. The cones should be set 5m away from the stumps.



THE GAME

The bowler '**bowls**' the ball (preferably with one bounce) to the batter who tries to hit it. If contact is made, with the **bat** or **body*** (*provided they **attempted to hit it—if not, no runs** can be scored), the batter runs **around** either cone and back to the stumps to score a **run**. Fielders must try to **catch** the batter out, or stop the ball and pass it back to the bowler. The bowler can bowl the ball again as soon as s/he receives it, even if the batter is not back in time. The batter can be out either by being **caught** or **bowled**, or by **hitting their own wicket** (with their bat or body). When all the batters have been dismissed, the teams swap.

The team that scores the **most runs wins**.

NOTES

- Each team bats for a set period of time (e.g. 10 minutes or 8 Overs) or until they are **ALL OUT**
- Bowler bowls from a minimum of 10 metres—marked by two cones or hula-hoop. Run-up no longer than 3m.
- Each bowler has **six deliveries** before being replaced. The fielders should **rotate clock-wise** so that each member of the team has chance to bowl. If the **last ball of the over** is put in play - the **next bowler** has to quickly **run into the bowling position** to bowl the next ball to begin an over.
- The **Batter** must hit the ball **in front or to the side** of the wicket, and then—while **holding their bat**—run **around a cone** (two are provided, one on each side, to cater for left-and right-handers). They may run **more than once, but must run around the opposite cone**.
- **Wide** delivery: The batter **must attempt to hit** every ball bowled. Any ball that is missed and **does not hit the double set** of stumps will be considered **wide**. It will result in **2 runs** (plus any **additional runs** completed by the batter) being scored for the batting side. The ball will count towards the bowlers total.
- Fielders throw the ball back to the bowler, as quickly as possible, who bowls when ready



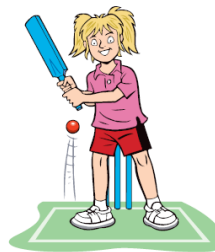
Bowled

The bowler bowls the ball and it hits the wicket.



Caught

The batter hits the ball and a fielder catches it without it bouncing.



Batter

The batter scores runs by hitting the ball and running around the cones and returning back to the hitting area



Relax arm, do not straighten!

Bowler

The bowler '**bowls**' the ball over arm towards the batter, with the aim to get the batter out. *If the bowler cannot complete the bowling action properly, they should just throw the ball at a slower pace.* Each fielder has the chance to be the bowler.



Fielders

The aim of the fielders is to limit the batter's runs and to get the batter out by catching the ball after it has been hit with the bat, or by getting the ball back to the bowler so they can bowl again



Wicketkeeper

The fielder who stands behind the wicket and stops the ball if the batter misses it, or catches the ball without it bouncing after it has been hit by the batter with the bat.

- The batter is **OUT** when **bowled, caught** or **hit wicket**, and the next batter moves in quickly to take their place
- **Indoors:** Ball caught off a wall, and balls striking the ceiling will be considered **OUT**.
- A batter who is **NOT OUT** after scoring **10 runs** must change with the next batter, they **may return** if all of their teammates are **OUT**.
- If required: batters take turns to **umpire** and **keep score**.

CONT. CRICKET—SCORESHEET

Date: _____

Team Name: _____

Runs Scored

∅	1	2	3	4	5	6	7	8	9
10	1	2	3	4	5	6	7	8	9
20	1	2	3	4	5	6	7	8	9
30	1	2	3	4	5	6	7	8	9
40	1	2	3	4	5	6	7	8	9
50	1	2	3	4	5	6	7	8	9
60	1	2	3	4	5	6	7	8	9
70	1	2	3	4	5	6	7	8	9
80	1	2	3	4	5	6	7	8	9
90	1	2	3	4	5	6	7	8	9
100	1	2	3	4	5	6	7	8	9

Wickets/How Out

1	
2	
3	
4	
5	
6	
7	
8	

Overs / Balls Bowled

1	1	2	3	4	5	6
2	1	2	3	4	5	6
3	1	2	3	4	5	6
4	1	2	3	4	5	6
5	1	2	3	4	5	6
6	1	2	3	4	5	6
7	1	2	3	4	5	6
8	1	2	3	4	5	6

Total Runs: _____ for _____ wickets

Run Rate (Runs per Over): _____

Team Name: _____

Runs Scored

∅	1	2	3	4	5	6	7	8	9
10	1	2	3	4	5	6	7	8	9
20	1	2	3	4	5	6	7	8	9
30	1	2	3	4	5	6	7	8	9
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50	1	2	3	4	5	6	7	8	9
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6	1	2	3	4	5	6
7	1	2	3	4	5	6
8	1	2	3	4	5	6

Total Runs: _____ for _____ wickets

Run Rate (Runs per Over): _____

Team Name: _____ won by _____ runs

Instructions:

- Tick off each **RUN** as it is scored and each **BALL** as it is delivered in the **OVER**.
- **CIRCLE** the score on the **Runs** grid when someone is **OUT / Scored 10 RUNS**
- Indicate **How Out** using this code: **b = bowled — c = caught — hw = hit wicket or Not Out—NO**