

Outline for the IAPS 6-a-side Festival

- There will be 8 pitches.
- Teams will be split into 4 leagues of 4 teams.
- Each team will play all the other teams in their league.
- Three points for a win, one point for a tie, plus bonus points.
- The time schedule will be strict, so teams need to be quick to start next game after finishing.
- Following the league games the winners of each group go through to the Cup, those finishing 2nd in each group go through to the Trophy, those finishing 3rd place in each group go into the Vase and 4th through to the plate. Then they will play a semi-final and a final or a 3/4th play off.
- There will be a bowling MVP and a batting MVP award. There will be medals for the winners of each competition and a certificate for all participants.
- The starting times of the first games will be at **10:00am**. There will be a coach's meeting at **09.30am**.
- The final stages will be completed by 4.00pm *with the awards ceremony scheduled for after with the MTS Headmaster*
- Lunch will be provided for all staff and boys and light refreshments for parents.
- Hard balls will be used for all games.

6-a-side Cricket Rules

- 6 a side (maximum of 8 in squad)
- There are 6 Overs per innings and each team will start with 200 runs.
- Each player must bowl for one over per innings except the keeper. One player can bowl 2 overs.
- Each batting pair bats for 2 overs. Batters must change ends following the completion of their first over
- The ball should always be bowled from the same end for 3 overs and then swap.
- A 'wide ball' scores 2 runs for the batting team and will only be bowled again in the last over.

- A 'no ball' (over waist height or more than 2 bounces) scores 2 runs for the batting team but if it is hit then runs will be added to the 2 (so a no ball hit for 4 will score 6, 2 for the no ball and 4 for the stroke). No balls only to be bowled again in the last over.
- A wicket can be taken in the following ways: bowled, caught, stumped, run out or if a player hits their own wickets (No LBW)
- A wicket takes 5 off the batting team's score.
- The 6 players for each game must be decided before the start of each game and no substitutions are permitted during the game unless there is an injury. **It is expected that all coaches will ensure equal playing time for each of their players**
- Teams will score 3 points for a win, 1 for a tie and 0 for a loss.
- Each game should aim to be completed within 50 mins.
- 1 bonus point for scoring more than 230, 2 points for 250 and 2 bonus point for taking 7 wickets.
- If the final standings are tied on points, then the team that has hit the most boundaries will go through. If still tied it will be a one over super over.