## THURSDAY $\mathbf{6}^{\text {TH }}$ JUNE- U 11 REGIONAL IAPS GIRLS CRICKET COMPETITION

## SCHEDULE

- Arrive from 9am through our top entrance (SY2 5PL), please ask any parents to do the same.
- You will need to bring your own packed lunches to be eaten during your match off, or during one of your batting innings.
- Each school must provide one member of staff to umpire each game, as well as someone to score.
- We may play on artificial wickets, please make sure your players have alternative footwear and not just spikes.
- Presentations will be made after the final matches at approx. 5.30 pm .

| TIME | PITCH 1 | PITCH 2 |
| :--- | :--- | :--- |
| 10am | Blue Coat School v Packwood | RGS The Grange v Prestfelde |
| 11.30am | Hereford Cathedral School v Prestfelde | Blue Coat School v RGS The Grange |
| 1pm | Packwood v RGS The Grange | Blue Coat School v Hereford Cathedral School |
| 2.30pm | RGS The Grange v Hereford Cathedral School | Prestfelde v Packwood |
| 4pm | Blue Coat School v Prestfelde | Hereford Cathedral School v Packwood |

## RULES

- 8 a side hardball pairs.
- Max squad size of 10.
- Three overs per pair, 12 per innings.
- Teams to start on 200 runs \& lose 5 runs for each wicket.
- Three overs max per bowler.
- Wides \& no balls will count for two runs with no extra ball, except the last over of both innings where normal rules of cricket will apply.
- Wides to be given for balls passing more than three quarters of the way to the return crease on the off side and more than half way on the leg side.
- No balls given for:
- A full toss delivery above waist high to the striker in their normal stance at the crease.
- A ball that bounces three times before reaching the batter.
- Wicket keepers must wear full protective equipment, including a helmet. The wicket keeper can not change during a game, but can for different games.
- All batters must wear full protective equipment.
- All fielders, except the wicket keeper and a slip on the off side, must be at least 11 yards away from the batter on strike.
- 3 points for a win, 1 for a tie.
- In the event that the scores are level in a match, the result will be a tie.
- In the event the overall scores are level after each team has played each other, the result between the two teams concerned will determine the winner. Should this be a tie or there be three teams on the same points, the team taking the most wickets will be declared the winner. Should this be the same, the team losing the least wickets will be declared the winner. In the event that this is the same, the team who have scored the most runs will be the winner.

