

## Drax Cup Tournament 2012 Rules and Regulations

### **1. Competition Procedure**

1.1 Schools entering a team in the U9 age group shall be invited to compete for the "Drax Cup" competition, which is organised on a 'cluster festival' basis. Schools unable to be included in a cluster may be entered as a team in a knock-out stage. At the 1<sup>st</sup> instance schools are to enter through their relevant SSCO or Nominated Person

1.2 The Competition will begin week commencing 16<sup>th</sup> April 2012. Partnership Finals to be held by 1<sup>st</sup> June 2012. Area Finals to be held by 22<sup>nd</sup> June 2012. A DRAW WILL BE MADE IN MARCH FOR ANY KNOCK-OUT STAGES OR AREA FINALS AS NECESSARY

1.3 All arrangements for the Finals Day will be made by the Executive Committee, including selection of ground and the appointment of neutral umpires.

1.4 In the event of no play or a tie in any Knock out stage Playing Regulations 3.2 or 3.3 or 3.4 shall apply.

1.5 All Players must be under 9 years of age at midnight on 31st August 2011 i.e. School Year 4 pupils and may only play for one school in the competition.

1.6 A team must include at least two members of the opposite sex with the exception of those teams provided by single sex schools.

1.7 The SSCO or nominated person has the primary responsibility for organising the date of the festival and must notify the schools as to the club or school ground at which the fixture will be played. This includes directions or whether a playground or grass facility is being utilised. This must happen at least 24 hours before the match. At any knock stage this is the responsibility of the home side or host SSCO or nominated person

1.8 It is a requirement that the results and schools taking part are e-mailed to [draxcup@yorkshirecb.com](mailto:draxcup@yorkshirecb.com) no later than 8pm of the round completion date.

1.9 For the Final, schools are required to nominate a squad of ten players by e-mail to Carl Parkin at [draxcup@yorkshirecb.com](mailto:draxcup@yorkshirecb.com) no later than the Monday prior to the date of the Final.

1.10 Medals will be presented to the losing side in the Area Finals and to all four teams who participate in the Final.

### **2. Playing Regulations**

2.1 Play in the Cup Round stage of competition to commence at a time mutually agreed by schools or the organising body.

2.2 The pitches shall measure 16 yards in length. Boundaries shall be set at a maximum distance of 25 yards from middle stump.

2.3 The ball shall be of junior 'Windball' (soft) specification (no requirement for helmets to be worn).

2.4 A match is to be one innings per side with each innings being 6 x 6 ball overs.

2.5 Each side is to consist of eight players. A match is still valid if a team comprises of only seven players, provided the opposing team manager selects the player who will complete the fourth pairing.

2.6 Each batting side will start their innings with a score of 200 runs.

2.7 The batting side shall be divided into pairs, each batting two (2) overs in a festival game. The "pairs" shall be changed at the end of the second, fourth and sixth.

2.8 Batsmen shall have unlimited "lives" but each fall of wicket shall result in five (5) runs being deducted from the total. They shall change ends at the fall of each wicket.

2.9 Bowling shall be from one end throughout the match. During festival games each bowler shall bowl one over. It is encouraged that each batsman shall receive three (3) balls of each over delivered.

2.10 Bowling shall be either 'under arm' or 'over arm' at each players discretion.

2.11 No fielder to be allowed within 10 yards of the striker until the ball is played. Fielders to rotate clockwise after each over so that all players get a turn in each fielding position, including acting as wicket keeper (note: no gloves required).

2.12 Dismissals to be restricted to five methods namely, bowled, caught, run out, stumped and hit wicket. Appeals for LBW to be declined (unless the batter has deliberately left the ball with the bat raised above waist high).

2.13 The striker, in the stance position, must not be allowed to obscure the view of "off stump" in readiness to receive a delivery. A "middle and leg" guard to be given.

2.14 The bowler shall be penalised for a "no ball" when the delivery bounces three or more times/rolls along the ground, before reaching the striker, OR if the ball passes the striker above waist height when standing in an upright position. Bowlers are to be encouraged to bowl within the crease markings and only where there is persistent over-stepping, and after at least two warnings noted by both umpires, should a bowler be no-balled for over-stepping.

2.15 "Wide ball" is only applicable when the delivery is clearly out of the striker's reach.

2.16 The batting side shall be awarded two (2) penalty runs for a "wide ball" or "no ball" delivery. The ball to count as one of the over and an extra delivery is not allowed EXCEPT in the final over of each innings where two runs will be added to the score and the batsman shall receive an extra ball.

### **3. The Result**

3.1 The winning team shall be the side scoring the higher number of runs after deductions for the fall of wickets (recorded as the "net total").

3.2 If any match in the Competition ends in a "tie" the team losing the least wickets will be declared the winner. Failing this, a "bowl out" contest shall be arranged between players from each side. Each team shall select three bowlers to bowl three deliveries and the winner shall be the team scoring most hits from a maximum nine attempts. If still equal a round of "sudden death" bowling from other bowlers will follow until a winner is established, with a toss of a coin deciding which team shall bowl first.

3.3 Any Cup Round at any knock-out stage, which is abandoned or is not started due to fitness of ground, weather or light, shall be re-arranged on the earliest date available as agreed by both sides. An incomplete match is invalid and the match shall be re-played.

3.4 In the event of outdoor play being impossible due to weather conditions and of a match that cannot be re-arranged within the round completion date, the match may be staged indoors. Failing that a bowl out under Rule 3.2 shall apply. Failing all other attempts the tie will be decided by the toss of a coin.