

2018 ScotRail Primary Schools' Cup

Dear Teacher in Charge of Cricket,

Please find details of the 2018 West Regional Qualifying Event in the ScotRail Primary Schools' Cup enclosed.

There will be a series of Regional Qualifying Events, with 16 schools progressing to the:

**ScotRail Primary Schools' Cup Finals Day
Wednesday 20th June, at Doo'cot Park, Perth**

Please find the following key information enclosed with this letter:

- Details of the West Regional Qualifying Event,
- An entry form for the West Regional Qualifying Event,
- A copy of the ScotRail Primary Schools' Cup rules for 2018.



The West Regional Qualifying Tournament will take place as follows:

**West Regional Qualifying Tournament
Wednesday 23rd May 2018, from 10:00 – 13:00
Clydesdale CC, Beaton Road, Glasgow, G41 4LB
(Reserve date in the case of bad weather is Wednesday 30th May)**

Please note that the closing date for entries is: Friday 27th April 2018.

To enter your school into the competition please complete the enclosed form and return it to me:

**Tim Hart
West Regional Participation Manager
Cricket Scotland
c/o sportscotland
Doges
62 Templeton Street
Glasgow
G40 1DA**



**Mobile: 07825-172-346
E-mail: timhart@cricketscotland.com**

Yours sincerely

**Tim Hart
West Regional Participation Manager
Cricket Scotland**



2018 ScotRail Primary Schools' Cup

West Regional Qualifying Event



THE CLOSING DATE FOR ENTRIES IS FRIDAY 27TH APRIL 2018. *(NB: No entries will be accepted after this date.)*

2018 ScotRail Primary Schools' Cup

A national Kwik Cricket tournament for all children (boys and girls) up to Primary 6.

Please enter *(insert school name)* into the West Regional Qualifying Event.

Cricket Scotland will send all information relating to the competition to the undernoted who will be responsible for all arrangements on behalf of the School.

School Name:	
Contact Teacher's Name:	
School Name & Full Postal Address:	
	Postcode:
Contact Details:	
Telephone:	Other (i.e. Mobile):
E-mail:	
Head Teacher's Name:	
Head Teacher's Signature:	

To be returned by Friday 27th April 2018. *(NB: NO ENTRIES WILL BE ACCEPTED AFTER THAT DATE.)*

- by email to: timhart@cricketScotland.com
- by post to: Tim Hart
West Regional Participation Manager
Cricket Scotland
c/o sportscotland
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62 Templeton Street
Glasgow
G40 1DA

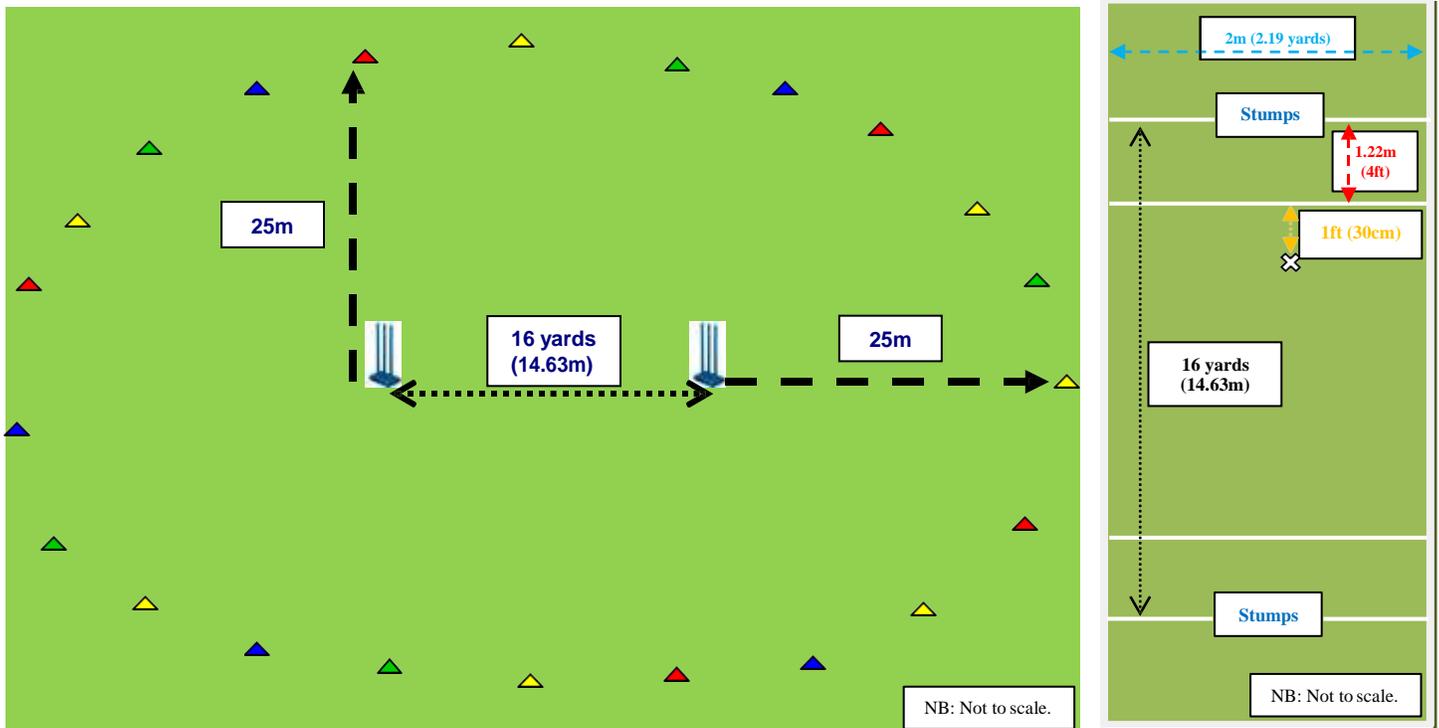
The ScotRail Primary Schools' Cup is a Kwik Cricket (8-a-side) pairs tournament for boys and girls who are in P6 (and/or below) at the commencement of the tournament.

These rules and regulations will be use for all West Regional Qualifying Tournaments.

Organisation

1. Teams will consist of 8 players, with a minimum of 3 girls per team. (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 200 runs.
2. Both teams will bat for 8 overs.
3. Batters will bat for 2 overs in pairs.
4. If a batter is dismissed, they will continue to bat in their pair, but:
 - a. 5 runs will be taken away from the team total 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. **'T-ball'**
 - a. If a **'no-ball'** or a **'wide ball'** is bowled, this will result in a free hit off the batting tee. Once any play as part of the 'no-ball' or 'wide' ball has been completed:
 - i. the square leg umpire will place the ball, on the batting tee, on the cross marked at the striker's end,
 - ii. once safe to do so, the batter may swing at the ball only once,
 - iii. the batter must hit the ball in front of the crease line at the striker's stumps (i.e. 'in front of square'),
 - iv. the 'T' ball is a 'free-hit' and not counted as the next delivery in the over.
 - b. The scoring for these 'T' ball deliveries includes 2 for the original wide/no ball + any runs scored before the initial delivery is completed + any score made on the free hit. (The striker can still be dismissed from the free hit too!)

Bowling and Fielding

1. **Everyone bowls!** - Each fielder must bowl once.
2. Bowlers must bowl over-arm.
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.

The 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.