

There will be at least one festival in five districts and South Birmingham will run a league

District Organisers

District	Organiser	email
North Birmingham	Danny Longhorne	Danny.l@awesomecricket.co.uk
South Birmingham	Martin Hoffman	m.hoffman@west-midlands.pnn.police.uk
Solihull	Andy Wyles	andywyles@edgbaston.com
North & East	Dennis Oakes	Dennis.oakes@btopenworld.com
Coventry	Karl Bowes	Karl@karlbowes.wanado.co.uk
South & Central	Mark Evenson	markevenson@edgbaston.com

County Final Organiser

Ed McCabe, edmcabe@edgbaston.com, 0121 446 3651
County Finals: Sunday 18th July (am) at Griff & Coton CC

Under 9 Festival Rules

1. Ball

A soft orange kwik cricket ball is to be used

2. Pitch

Two sets of wickets, 16 yards apart.

3. Teams

Each team comprises of 8 players. Squads are limited to 10 players.

In the event of an injury to a player, a substitute will be allowed to field, but not bowl. Should an injury prevent the player batting, a substitute will be allowed to bat only with the permission of the opposing manager.

4. The start

The two teams toss a coin to decide which team has the choice of either batting or fielding first.

5. The Game

Each game shall consist of one innings per team, each innings to be 8 overs long.

Wicket keepers are not allowed to wear gloves

6. Batting and Scoring

The batting side shall be divided into pairs, each pair batting for 2 overs with a new pair starting at the end of the second, fourth and sixth over.

Each team starts batting with a score of 200 runs

Each time a batter is out, 5 runs are deducted and the other batter of the pair faces the next ball.

A batter may be out bowled, caught, run out, stumped, hit wicket.

There is no LBW rule unless the batter deliberately blocks the ball with a leg or foot.

Runs will be scored in the normal way, as will byes.

2 runs will be awarded to the batting team for each wide ball and no-ball bowled, but no extra ball will be allocated, except in the final over of each innings when an addition to the 2 runs an extra ball will be bowled.

Wides and no balls will be 2 runs plus any additional runs scored off the delivery e.g. no ball going for 4 runs will be 6 runs in total.

At the end of the first 2 overs, the first pair of batters retires and replaced by the second pair until all 4 pairs have batted for 2 overs each.

The second team then bats for its 8 overs

7. Bowling and Fielding

Each player on the fielding side must bowl 1 over.

Bowling will take place from the one end only

Bowling should be overarm wherever possible.

Players on the fielding side DO NOT need to rotate fielding positions.

With the exception of the wicketkeeper, no fielder is allowed within 10 yards of the batter until the batter plays the ball.

8. The Result

The team with the highest score wins. In the event of a tie the team taking more wickets will be the winner. If it is still equal, each player bowls 1 ball at the wickets (no batter), with the team scoring the higher number of strikes the winner

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