

Aims

- Hasten the progress of youngsters to the standard game.
- Offer a game to suit the curriculum, extra-curricular sessions and clubs.

Pitch

- As set out in diagram (opposite) with permissible adjustments for local circumstances.
- Recommended length of pitch:
U12 = 20 yards (18.3m) U13 = 21 yards (19.2m)
Over 14 = 22 yards (20.1m)
- Pitch length may be adjusted to suit ball type and size of playing area.

Teams

Each team has a minimum of 8 players including a wicket-keeper who does not bowl. A captain is appointed in each team. The captain, in consultation with team mates, is responsible for field placements and order of batting. Waiting batters can act as scorers and umpires.

Boundary scores are as in the laws of cricket i.e. 4 or 6 runs. The zone score is ignored if the ball crosses the boundary.

Batting

Normal cricket rules apply except:

- 50% of team bat in the first innings and the remaining 50% in the second innings.
- An innings is closed when an agreed number of overs has been bowled or all batters are out.
- A single remaining batter may continue batting, changing end as necessary to receive strike; a partner must run with remaining batter; either batter may be run out to end the innings.
- LBW may only be given if a batter deliberately blocks the ball to prevent it hitting the wicket.
- A batter retires on 15 but the last scoring hit counts (i.e. if on 14 and score 6 on next hit the batter retires on 20).
- A retired batter may resume their innings when only one batter remains.

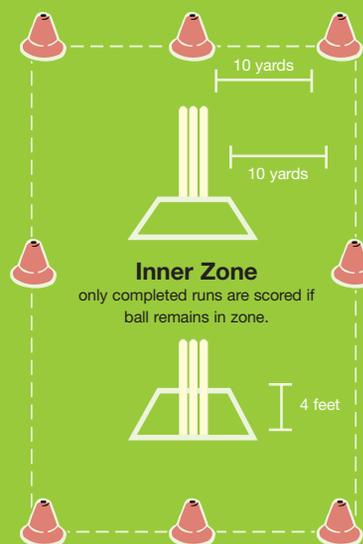
Fielding

Fielders, except for the wicket keeper and bowler, must start outside the inner zone and may only enter that zone as the batter hits the ball or the ball passes the batter. Captain tells fielders where to place their fielding disc. Each fielder must position their disc to look over it toward the batter and then walk over it as the bowler bowls. Fielders take their fielding disc to a new fielding position at the end of an over. If a fielder attempts a run out and the ball hits the stumps that ball is declared 'dead' and no further runs may be scored.

Bowling

- Bowlers use their fielding disc to mark their run-up. Bowl from both ends. Overarm bowling.
- Minimum of 8 overs per side per match. At least 50% of the team must bowl.
- No bowler may bowl more than 4 overs. Only 6 balls to be bowled in any over.
- The ball which follows a no-ball or wide is a 'free hit' (striker cannot be out on that hit). Name and signal of 'free hit' to be determined.

Boundary



only completed runs are scored if ball remains in zone.

Zone Score = add 1 run for a ball which is hit out of the inner zone but does not cross the Boundary

Scoring

Batting team

Batters may run on any ball whether it is hit or not. Standard cricket scoring applies except:

- Add 1 run (zone score) to the batter's score if a ball is hit outside the inner zone but does not cross the boundary line.
- Add 2 extra runs to the team score for each no-ball or wide bowled by the opposing team (any completed runs, zone scores or boundaries are also added to the team score).
- If the free hit immediately following a wide or no-ball is also a wide or no-ball then that ball is pronounced 'dead' and 6 runs are added to the team score.

Fielding team

3 runs are scored each time a batter is out.

Result: The team with the highest combined batting and fielding score wins. A tied game is acceptable. If a winner must be determined use a bowl-out competition as follows:

- 3 bowlers from each team bowl 1 ball alternately at three stumps.
- The ball may be a full toss or bounce once only.
- The team scoring most hits after that sequence is declared the winner.
- If the scores are still tied after 3 balls per team then 'sudden death' applies.

Explanatory note

If a no-ball or wide is bowled immediately after a 'free hit' then 2 extra runs are scored, as described above. The following ball would then be a 'free hit' unless 6 balls have already been bowled in which case the over is ended and an additional 6 runs are added to the team score.



Equipment

Inter Cricket Set Includes:



‘Inter Cricket is an all-action game that you can play anywhere with your friends. It doesn't have to be on grass, it could be in the school playground or even in your own backyard and you can get a taste of what it's like to play in The NatWest Series and The NatWest Challenge by donning your own coloured clothing and getting to grips with a white ball – just like England's One-Day squad. Good luck to all the Inter Cricketers out there! ’

Geraint Jones
England Wicket Keeper

1 pair of close-fitting
wicket-keeping gloves



3 pairs of
ambidextrous
batting gloves



3 pairs of quick-change
leg guards

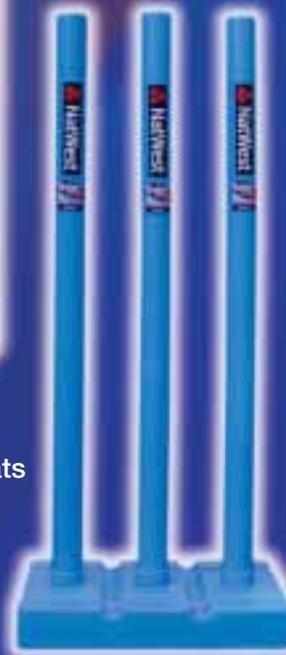


1 thread stitched and 5
rubberised balls for
indoor and outdoor use

2 colourful
sets of stumps



3 light-weight,
wooden cricket bats



All equipment comes in
an Inter Cricket holdall

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