



THE WEE BASH

SUMMER EDITION

RULES



The Game

- Two sets of wickets, 16 yards apart
- 6 players for a team (no squad size limit)
- 5 Overs per game
- 30 to 45-yard boundary
- Each team should have an umpire/scorer (can be a player)
- Equipment: Kwik cricket, women's soft ball cricket or wooden bats and 'windballs' or similar.
- The team with the highest score wins. If scores are equal the team having lost fewer wickets 'outs' will be declared the winner. If the wickets are the same the match will be declared a tie.
- 4 points for a win, 2 points for a draw, 0 points for a loss.

Batting

- Batters will change ends at the end of each over.
- Once batter is 'out' next batter comes in.
- If a bowler struggles to get the ball to the other end, the umpire may shorten the pitch but only for the bowler.
- Batters must retire after scoring 30 runs -the batter may continue batting when all the other batters in the team have batted.
- Last batter stands - after what normally would be the last wicket has fallen, the remaining not out batter may continue to bat whereby the dismissed batter acts as a runner only. When a further wicket falls (this includes a runout of the dismissed batter) the innings will end.

How does the batter get 'out'?

- Bowled
- Caught
- Run Out
- Stumped
- Hit Wicket



Bowling & Fielding

- A maximum of 1 over per bowler per game.
- All 6 players will field.
- 6 ball max per over - extras are not bowled apart from final over 8 ball max.
- Bowling should take place from one end only.
- Bowling should only be overarm.
- Umpires/coaches should direct fielders to field at a 'safe' distance from the batter.
- Players on the fielding side DO NOT need to rotate fielding positions.
- The ball will become 'dead' when it hits or goes over the "Boundary".

Scoring Runs

- Batters run & switch ends - 2 runs
- Ball passes boundary without bouncing - 6 runs
- Ball passes boundary along ground - 4 runs
- Bowler bowls a wide or no ball - 2 runs



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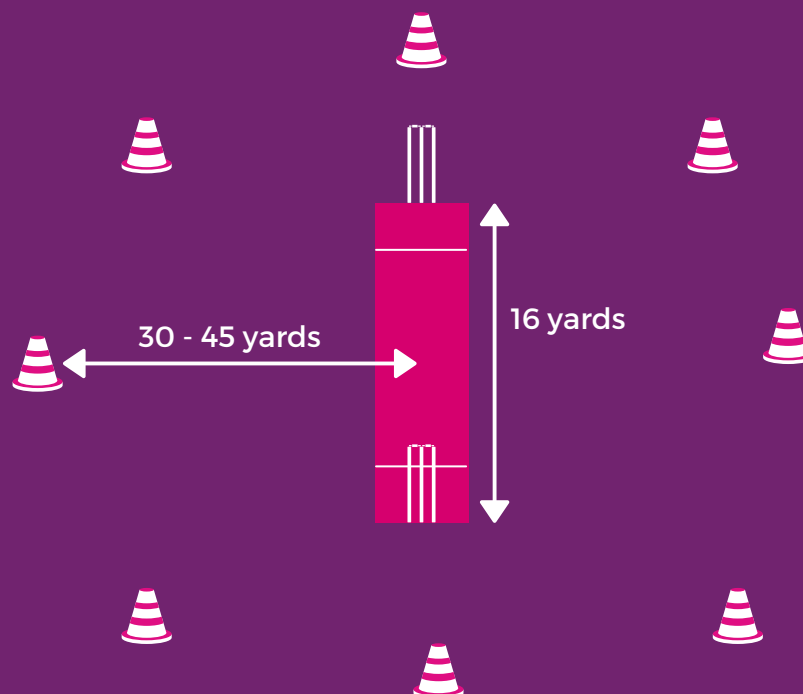
Player Eligibility

Teams with less than 6 players must make this known to the tournament organiser on arrival. At the toss, the captains must disclose to the opposition captain and umpires any players that are filling in and make sure that these players are not in any regional programme at all (Eagles, Stormers, Caledonia Highlanders North and South, Eastern Knights and Western Warriors). This includes the regional u16 girls' programmes.

Set Up - per game

Pitches should be set up as follows:

- An artificial wicket may be used but it is not essential.
- Areas of the outfield with large amounts of space are best to set up in.
- The two sets of wickets should be 16 yards apart.
- The boundary should be around 30 - 45 yards from the wicket, this is flexible depending on space.
- Cones can be used to map out the boundary.
- An area to the side of the pitch for some skill practices or small activities for the non-playing team is encouraged!





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HOST GUIDE & CHECKLIST



The Wee Bash aims to provide a playing opportunity to players who have never played cricket and those who have not played the game for a while. The tournament is fun and friendly, with clubs, players and helpers encouraging those participating. We encourage music to be playing in the background with games going on at the forefront.

The Cricket Scotland Development Team will be on offer to help run the day, but we have put together a practical guide to help if the team cannot make it!



CHECKLIST

- Insurance - £5 million public liability cover (including volunteer cover) and £10 million employee liability. This must be valid on our festival date.
- Licences - Music licence if playing music.
- Risk assessments.
- Equipment will be provided by Cricket Scotland if no soft ball cricket kit available at the club. E.g. per game, cones for a boundary, two sets of stumps, windball or soft ball, two bats.
- Volunteers to help with scoring, umpiring, parking and first aid.
- Space - An artificial wicket may be used; however, make sure there is enough available space for the number of teams entered. Consult CS development officer before making up pitches.
- Toilets should be accessible and easy to find. Clubs should make sure that these are clean and well-stocked with sanitary products.
- Activities - a small activity can be a great way to engage a team that is not playing. E.g. a bowling game, target game or a technique station.





_____ VS _____

BATSMAN	RUNS	HOW OUT	BOWLER	TOTAL
1				
2				
3				
4				
5				
6				

BOWLER	MDNS	RUNS	WKTS

WIDES	S. TOTAL
LEG BYES	
BYES	TOTAL No. EXTRAS
NO BALLS	
	GRAND TOTAL

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120