



Fernhurst Cricket Club

Ashurst 6-A-Side Challenge

What is going on today?

A Six-A-Side competition between invited teams for the Ashurst Challenge and 'plate'.

Teams are divided into 2 leagues; all teams in each league will play one another.

The top two teams from each league shall progress through to the knockout stage of two semi-finals and a final while the bottom two shall contest the 'plate'.

Assuming the weather does not let us down the day will start at 10:00 with the first match starting at 10:30 sharp. The day should end at or around 7pm.

Enjoy the day.

Order of play. What you need to do.

To get through the matches to be played today the following order of play is required against the Running Order.

Given the first 2 matches (for example) are;

Match 1 Liss v 3 Counties

Match 2 Fernhurst v Battersea

Play will proceed as follows;

- The captains of each team find one another for the 'toss'.
- The 1st innings of match 1 (either Liss or 3 Counties) takes place.
- Followed by the 1st innings of match 2 (either Fernhurst or Battersea).
- Then the 2nd innings of match 1.
- Followed by the 2nd innings of match 2.

To avoid delay and the last game(s) being played in the dark ensure the toss is done well in advance and that there is minimum delay in taking to the field.

We would like there to be continuous play throughout the day.

TEAMS NOT READY WITHIN A REASONABLE TIME SHALL FORFEIT THE GAME.

There will be a short break of just 10 minutes between the league phase and the knockout phase.

Supplementary rules for the day, otherwise normal cricket rules apply.

1. You may have a squad of 8 players that must be named on the day.
2. All teams will play each of the other teams in their group.
3. Winners will receive 2 points, losers 0 points.
4. Ties will be regarded as a draw, 1 point each.
5. If the league is tied on points, runs scored per ball will decide the positions.
6. To save time all overs will be bowled from the same end and there will be a restricted run-up for bowlers.
7. Games will consist of 3 x 6 ball overs per innings.
8. 3 bowlers must be used per innings. No bowler may bowl consecutive overs.
9. Leg side deliveries will be called wide. Expect the umpiring to be tight!
10. A line will be marked on the pitch to avoid short pitch bowling. Any ball short of that line, beamers or chest high deliveries will be called, No Ball.
11. Single wicket rules will apply for the last batsman.

NOTE:

If there are less than 8 teams a Round Robin competition will be held with the top 4 teams in a play off for the cup.