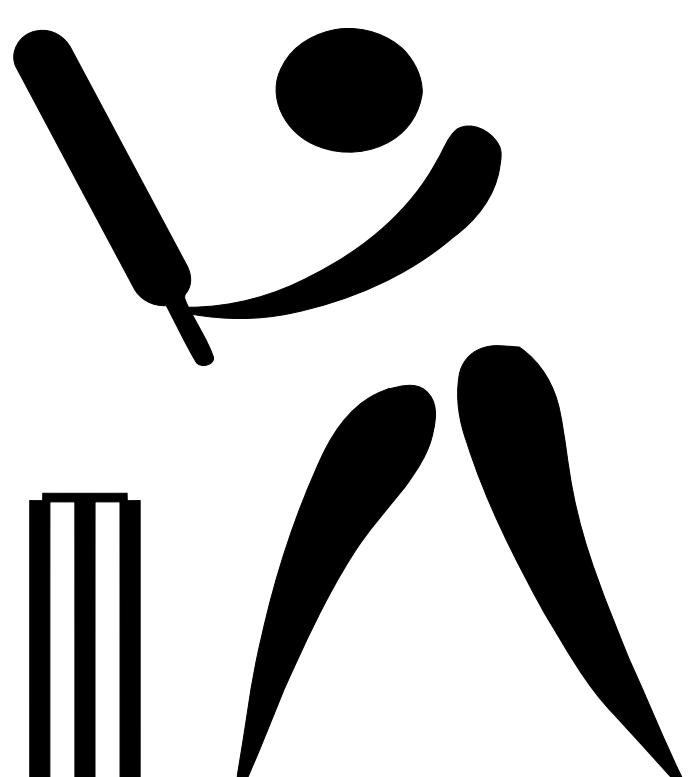




SCHOOL GAMES



# Team Wigan



## Year 5/6 Dynamos Cricket Development Festival

NO SPECTATORS



## Who?

This event is designed for young people who may take part in school sport, however, they **DO NOT** participate in community clubs outside of school.

On your marks



*Creating positive experiences*

## Why?

Develop different sports skills.  
Develop physical skills.  
Support individual development in sport.

## Team Composition

Teams of 8- no gender restrictions.

Get Set

## Event Format

The event will consist of informal matches, coached to improve participation and understanding of the game

## Event Staff

The event will be supported by KS5 Sports Leadership Students.

Go



## Rewards

Participation certificates will be available to all schools electronically. Pupils will be rewarded on the day for displaying School Games Values and achieving personal bests.



## Health and Safety

First Aid is the responsibility of the staff responsible for the team.

Long hair must be tied back

No jewellery should be worn

All loose clothing must be tucked in.

No chewing gum/sweets allowed.

Please ensure your pupils bring with them any medical supplies they may need i.e. asthma inhalers. All team teachers must ensure their pupils are under adult supervision at all times, even when performing. Please ensure that your pupils have been thoroughly briefed with regards to health and safety



## Further Opportunities

<https://www.ecb.co.uk/play/dynamoscricket?msclkid=d5901904c47allec88aa2e095d3d4096>



## Contacts



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<https://www.yourschoolgames.com/sgo/dean-trust-wigan/>

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<https://www.yourschoolgames.com/sgo/lowtonwigan/>

<https://www.ecb.co.uk/play/junior/dynamos-schools>

## DYNAMOS SCHOOLS – ‘HOW TO PLAY’

### **1. Aim**

1.1 To provide children with an exciting game of Countdown Cricket. Ensure a fully inclusive and social competitive experience of the game.

### **2. Pitch**

2.1 Two sets of wickets, 17 yards apart for Y5 & Y6 and 15 yards for Y4.

2.2 Maximum boundary size of 30 metres from the batters end.

### **3. Teams**

3.1 8 players per team (with a maximum of 10 in a squad).

3.2 Captains will toss a coin to decide who bats or fields first.

### **4. Batting & Scoring**

4.1 Both teams will bat for 40 balls

4.2 Batters will bat in pairs for 2 overs (10 balls in total).

4.3 Batters can be out by being Bowled, Caught, Run Out, Stumped and Hit Wicket. Each time a batter is out, 5 runs are added to the other teams score.

4.4 There is no LBW unless the batter deliberately blocks the ball.

4.5 Runs are scored by hitting past (4 runs) or over (6 runs) the boundary or by completing ‘runs’ between the wickets. No-balls and wides are scored as 2 runs to batting team and no extra delivery to be bowled.

4.6 Following a No-ball or Wide, the batter receives a ‘free hit’ from the batting tee, and any runs scored are added to the total for that delivery (for example, 2 runs for a wide, plus 1 run from the ‘free hit’ = 3 runs). Batters have 3 seconds to take their ‘free hit’ and must hit in front of square (i.e. cannot hit the ball behind the line of the wickets they are batting from).

### **5. Bowling & Fielding**

5.1 Bowling will take place from one end only. Eight overs to be bowled, with each player bowling one over, each game to consist of one innings per team.

5.2 Bowling should be overarm where possible.

5.3 All fielders, including the wicketkeeper, must rotate fielding positions at the end of each over.

5.4 Except for the wicketkeeper no fielder may field within 10 yards of the bat.

### **6. The Result of the Match**

6.1 The team with the highest score wins.

6.2 In the event of a tie the team taking more wickets will be the winner.

6.3 If this is still equal, each player bowls one ball at the wickets with the winner being the team scoring the higher number of strikes at the wickets.

### **Glossary**

1. In Countdown Cricket, one over consists of FIVE balls.

2. LBW – can only be used if the batter deliberately blocks a ball that would have been hitting the stumps.

3. Byes and leg byes – if a batter misses the ball, or if it hits their body, they may still run.

4. Wides – a ball that is too far from the batter to hit will be called a wide and two runs will be scored along with any additional runs that are run by the batters.

5. No Balls – a bowl that either bounces more than twice before reaching the batter or passes above shoulder height without bouncing will be called a ‘no ball’ and two runs will be scored along with any additional runs that are run by the batters

# Rules

Dynamos Cricket provides a perfect introduction for all 8-11 year olds new to the sport. It provides children with a more social offer and in schools, an exciting game of countdown cricket.

Players	8
Bowling	5 balls per player then rotate with next fielder to bowl. Underarm & Overarm bowling allowed
Pitch length	<a href="#">Click here: ECB Recommended Junior Formats</a> 17 yards (15.5m) Year 5 & 6 or 15 yards (13.7m) Year 4 Pairs (10 balls per pair).
Batting	Umpires should use discretion to swap batters so each is given an opportunity to contribute
Scoring	via Countdowncricket scorer app: Android <a href="#">Click here</a> or iOS <a href="#">Click here</a>
Runs	Are scored by hitting past (4 runs) or over (6 runs) the boundary or completing 'runs' between the wickets. No-balls & wides are scored as 2 runs to batting team and no extra delivery to be bowled.
Free Hit*	Following a no ball or a wide, the batter receives a "free hit" from the batting tee, and any runs scored are added to the total for that delivery (for example 2 runs for a wide, plus 1 run from the "free hit" = 3 runs). Batters have 3 seconds to take their free hit and must hit in front of square.
Outif	Bowled, caught, run out (if out, swap ends and continue, 5 runs added to the fielding team)
Fielding	Rotate after each over
Byes	<b>SAFETY:</b> Except for the wicketkeeper no fielder may field within 10 yards of the bat
No balls/ Wides	Yes, if batters miss the ball or it hits part of the body they can still run Yes, if deemed un-hittable e.g. rolling, too high or too far to be hit fairly

