

## CONTENTS

<b>Background</b>	<b>2</b>
<b>What is Twenty20?</b>	<b>3</b>
<b>Why Introduce Twenty20?</b>	<b>3</b>
<b>How Can Twenty20 Cricket Be Introduced?</b>	<b>8</b>
▪ <b>Twenty20 Competition Coordinator Tasks</b>	<b>11</b>
▪ <b>What Format Best Suits?</b>	<b>12</b>
<b>Game 1: Twenty20 Sixes Cricket</b>	<b>13</b>
<b>Game 2: Twenty20 Four Quarters Cricket</b>	<b>14</b>
<b>Game 3: Twenty20 Super 8s Cricket</b>	<b>15</b>
<b>Game 4: Twenty20 Cricket</b>	<b>16</b>
<b>Appendix 1: Twenty20 as a Club Fundraiser</b>	<b>17</b>
<b>Appendix 2: Entry Form Example</b>	<b>18</b>
<b>Entry Form Sample</b>	<b>19</b>
<b>Appendix 3: Example Rules/Playing Conditions</b>	<b>20</b>
<b>Appendix 4: Competition Invitation Example</b>	<b>21</b>
<b>Competition Invitation Sample</b>	<b>22</b>
<b>Appendix 5: Competition Draw Format Samples</b>	<b>23</b>
<b>Appendix 6: Scoresheet Example</b>	<b>24</b>
<b>Appendix 7: Competition Coordinator's Checklist</b>	<b>25</b>
<b>References</b>	<b>26</b>
<b>Acknowledgements</b>	<b>26</b>

## TWENTY20 CRICKET

### BACKGROUND

The recent success of Twenty20 cricket at the domestic level in England ['T20'] and South Africa ['Pro20'], and in a select number of international matches has highlighted the popularity of this modified, shortened form of the game. The matches have attracted large, often new audiences and have appealed to both males and females of all age groups.

The ICC has now adopted 'TWENTY20' as the preferred version of third generation cricket, replacing Cricket Max.

New Zealand Cricket is looking to experiment with this form of the game at domestic level as well as explore its potential as a development strategy to reinvigorate the grassroots game.



*'There is a sufficient level of interest and support for the introduction of a short-form game to be played at grassroots level, which offers; excitement, maximum participation, high intensity and action, experienced within a shorter playing duration than traditional forms of cricket. These are widely attractive features, particularly to the youth, and address many of the issues identified by non-players for their general disinterest in the game of cricket.'*

[James Payne, 2005, Twenty20 – Research Paper – 'A Grassroots Perspective', p2]

While Twenty20 is but one version of modified action cricket, its recent **POPULARITY** and **BRAND RECOGNITION** have become so strong as a result of its success at the elite levels, that there is a real opportunity to use it to effectively promote this version of the game at the grassroots level. Whether implementing a shortened form of the game at school, club or district level, or trying to revitalise an existing business house twilight cricket competition, then it makes sense to use this brand appeal of 'TWENTY20'.

This School Support and Club Assist resource is designed for Community Cricket Coordinators and/or school, club, district and association cricket administrators so they can pick it up and know **WHY** and **HOW** to implement and deliver Twenty20 cricket. It looks at where Twenty20 best fits into the grassroots programme; provides a guideline, including a series of templates on how to introduce it; and examines those issues that need to be considered in the implementation process. It then outlines the rules of Twenty20 cricket so that schools, clubs and districts keen to reach a wider audience of current, past and new players can set up appropriate competitions for them to participate in.

## **WHAT IS TWENTY 20 CRICKET?**

In basic terms, Twenty20 cricket is similar to 50 over cricket, except each team has one innings which, subject to being bowled out, lasts for a maximum of 20 overs.

The fielding team must use at least five bowlers. Bowlers are allowed a maximum of 4 overs each. The fielding team must complete its overs within 75 minutes. To assist, an incoming batsman, on his way to the pitch, must pass the outgoing batsman no less than half way between the pitch and the boundary. If a no-ball is bowled, the batting team has a “free hit” at the next ball. The only method of dismissal on that delivery is run-out. A fielding circle is used and applies for 6 overs. Otherwise, the rules of the game are as for a 50 over game.

The entire game is to be completed within 2 hours 50 minutes.

## **WHY INTRODUCE TWENTY20 CRICKET?**

Twenty20 provides cricket with a new opportunity to grow and strengthen the game. Its potential attractiveness as a viable playing option is supported not only by its recent success at elite levels and its popularity with diverse audiences, but also by the large number of cricketers already playing shorter versions of the game in mid-week, mainly twilight competitions. These are all positive indicators of the fact that people are attracted to this shortened form of the game.

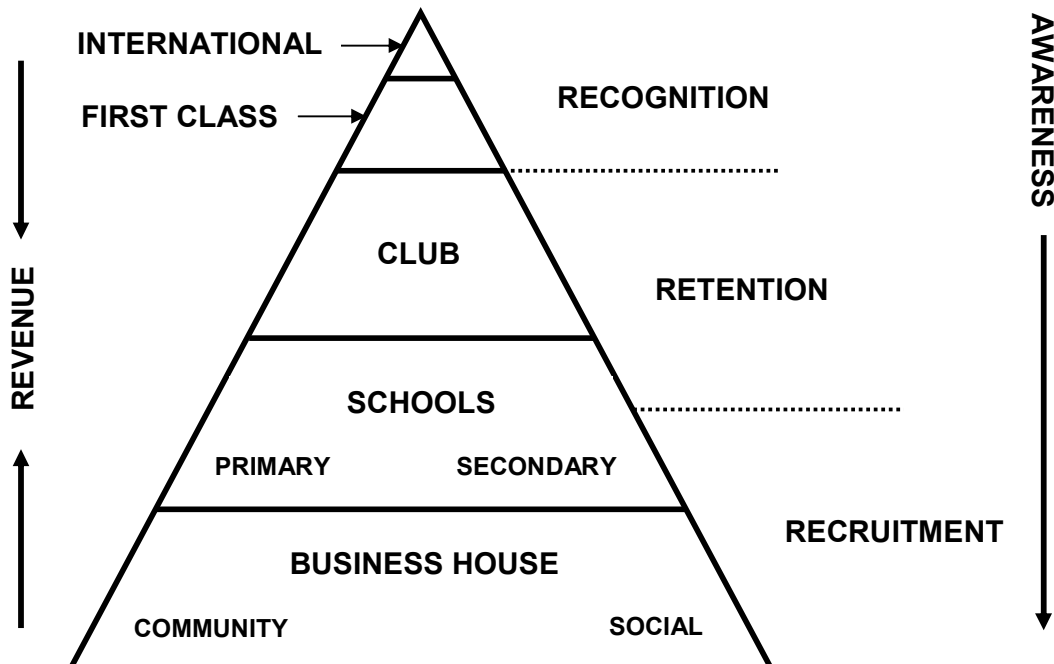
These latter twilight competitions arose as a consequence of a number interrelated variables: the introduction of daylight saving; the demise of the traditional weekend for sport; the increase in television coverage of one day cricket with its colour, action and excitement; the desire by more people to try limited over cricket; the incidence of user pays sport; and the wish by people to play with their mates rather than for a club. In some communities local

councils further assisted the expansion of twilight cricket by investing in artificial turf pitches. These reduced ground costs and provided flexibility on when and where such competitions could be played.

Until now, however, the growth in popularity of twilight cricket has been random and fragmented with no consistency in how it was played. Twenty20 offers cricket the option of profiling, promoting and branding one modified action version of the game at all levels in New Zealand.

There are numerous **REASONS** why a school, club, district or association might want to introduce Twenty20 cricket. Most of these are related to what the intended **OUTCOME** is from its introduction. Twenty20 is capable of achieving different outcomes at different levels of the game [see Diagram 1: Twenty20 Outcomes Pyramid]. At the elite levels, the strategic placement and timing of international and first class Twenty20 matches has the potential to generate significant **REVENUE** for the overall game, as well as create an awareness [**RECOGNITION**] of this format of the game. To harness this interest and attract new and past players [**RECRUITMENT**], and keep current players [**RETENTION**], schools, clubs, districts and associations need to offer Twenty20 as a playing option for both males and females, and for competitive as well as social/recreational cricketers.

**DIAGRAM 1  
TWENTY20 OUTCOMES PYRAMID**



The provision of Twenty20 cricket offers **CLUBS** in particular the opportunity:

- **To increase membership, better use their clubrooms and ultimately generate revenue from subscriptions or user pays, and from bartakings [See Appendix 1: ‘Twenty20 as a Cricket Club Fundraiser’]**
- **To connect with various specific markets eg. secondary schools [club-school links], ethnic groups, past players, women or corporate groups**
- **To multi-use facilities eg. clubrooms, grounds**
- **To highlight special occasions eg. club days, festival days, registration days, anniversary days**
- **To run it as a fun, family, social occasion**

While for **DISTRICTS** this version of the game allows them the chance:

- **To multi-tier competitions so there are consecutive playing time slots [eg.12.15-3.15pm and then 3.15-6.15pm], or to just use the latter time slot so that those playing Twenty20 cricket on a Saturday can finish at about the same time as other competitions and so be involved with club activities**
- **To strategically place it over Christmas/New Year when teams are depleted, especially in women’s cricket when their representative programme is happening, or at the end of the season when enthusiasm and team numbers often dwindle under pressure from winter codes**
- **To use alternative facilities which gives greater flexibility as to when and where it can be played eg. hockey turfs, indoor cricket venues, gymnasiums, tennis court complexes**
- **To encourage new players to try the game eg. women’s netball or hockey, university students, or corporate groups**
- **To attract new sponsors eg. neighbourhood pubs, corporate groups keen to be associated with this brand of the game**

Twenty20 cricket as a shorter, action packed version of the game has the potential to address many of the issues identified in research as to why people have never played cricket or why players have dropped out of the game. Some of these include:

- The game takes too long to play
- The game is boring
- The game has long periods where many participants are inactive
- Equipment and white clothing is too expensive
- People are scared of the hard ball and the risk of being hurt
- People don't like playing in white uniforms
- People don't want to give up their weekend to play
- People have too many other priorities on weekends
- People don't want to commit themselves to a season which lasts five to six months
- People don't want to have to become members of cricket clubs
- People want to be in a team with their workmates and/or friends rather than a team, the composition of which is determined by club officials

The value of Twenty20 at grassroots cricket lies in its **FLEXIBILITY**, **ADAPTABILITY** and **DURATION**. It has the **ADVANTAGES** of being able to be played:

- At weekends, or mid-week after school or work
- As a competition grade, or as just one game format within a competition
- For the entire season, or spread throughout the season, or within specific blocks of time [modules] during the season eg. 4-6 weeks in October/November and/or in February/March
- Over a short period of time – maximum 2 hours 50 minutes
- On artificial surfaces
- At different time slots on the same day eg. 12.15-3.15pm then 3.30-6.30pm
- By all age groups
- By males, females, or mixed groups
- As a competitive league or a social/recreational option

- **With the playing conditions modified to suit the age, ability and needs of the players, the existing facilities and the time available**

As the latter suggests, at grassroots level it is possible to use Twenty20 cricket in more of a generic sense, rather than as the exact version of the game that is currently played at the elite levels. In this way it can be used to brand other, existing, modified action cricket formats, or it can be modified to suit the players, facilities or time. Such modifications may include:

- **Having teams of 8 or 10 players rather than 11 [eg. Twenty20 Super 8s Cricket]**
- **Requiring batsmen to retire on reaching a specific score**
- **Restricting bowling run-ups and/or bowling from one end only**
- **Having two innings of 10 overs each rather than one innings of 20 overs [eg. Twenty20 Four Quarters Cricket]**

By doing this cricket can magnify the benefits of promoting the authorised version of Twenty20 cricket yet, at the same time, allow for flexibility to enable communities to determine what is the most suitable format for them.

In addition to the adoption of a generic form of Twenty20 cricket, which allows for flexibility of a specific game format, cricket also needs to introduce additional features which promote further **FLEXIBILITY** in the game in order to address some of the other issues that have been identified as causing a drop-off at various transition points and which will hopefully attract new players to the game.

- 1. If cricket is to survive and prosper, it needs to provide mid-week options rather requiring all or most of its participants to play only on Saturdays**
- 2. Not all potential adult players want to join a club in order to be part of a team. Whilst the club should remain the focus for cricketing activity, the club has to become a host and a facilitator for competitions which do not involve club-based teams but which include teams put together by, for example, workmates or groups of friends**
- 3. Not all participants want to sign up for a season which is 5-6 months in duration. Competition modules need to be created that run for only 4-5 weeks**

4. These types of competitions should promote the wearing of either casual or coloured cricket clothing



5. Some competitions can be introduced to cater for wider participation and mixed teams. These types of 'corporate' or 'business house' competition need to allow all participants to have a reasonable chance to be involved

6. At least two versions of the game need to be promoted competitive and social/recreational - one using traditional cricket equipment, including a hard ball, and the other using modified equipment, including a softer ball

## HOW CAN TWENTY20 CRICKET BE INTRODUCED?

A school, club, district or association first needs to decide why it wants to introduce Twenty20 cricket. What is the **OBJECTIVE**? Is it to generate revenue for the club or district, to recruit new players and/or build links with local secondary schools, or to retain current players? This will usually determine what format the competition takes; whether it is Twenty20 cricket or a variant. Whatever the reason for the competition the main consideration in organising and running one is the **AVAILABILITY** of grounds and pitches. This will dictate how many teams can be catered for and when such a competition will best run in terms of which day[s], the duration of matches, and the length of the competition. The latter may be seasonal or one or more modules [ie. 4-6 weeks], whatever best suits the participants.



If the competition is club or district based then it is a good idea to make it a user pays option – either through individual subscriptions or team entry fees. This would allow the appointment of a **COMPETITION COORDINATOR** and would cover their costs to professionally organise, administer and manage the Twenty20 cricket competition. An allowance of around \$500 could be made available to the appointed person to reimburse them for their time to complete a draw, oversee the running of the competition, post the results and cover any reasonable running expenses.





To assist a Competition Coordinator set up, organise and run a Twenty20 cricket competition a **TIMELINE of TASKS** has been completed below. This

has been designed to be used in conjunction with the following competition support resources:

- **ENTRY FORM EXAMPLE and SAMPLE** [see Appendix 2]
- **RULES/PLAYING CONDITIONS EXAMPLE** [see Appendix 3]
- **COMPETITION INVITATION EXAMPLE and SAMPLE** [see Appendix 4]
- **COMPETITION DRAW FORMAT SAMPLES** [see Appendix 5]
- **SCORESHEET EXAMPLE** [see Appendix 6]
- **COMPETITION COORDINATOR’S CHECKLIST** [see Appendix 7]

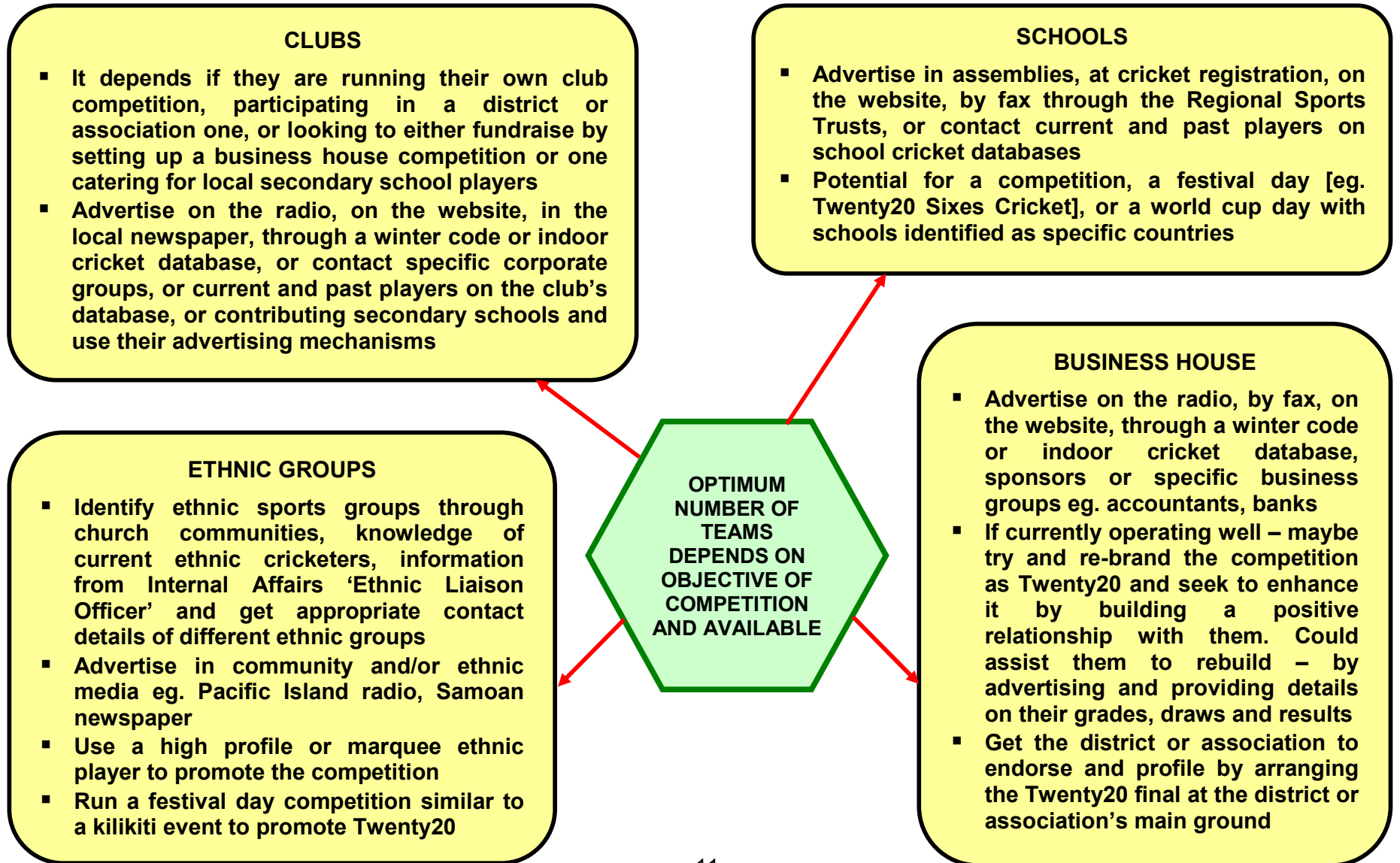
### TWENTY20 CRICKET COMPETITION COORDINATOR TASKS

TIME FRAME	TASKS
<p>4-6 weeks prior to start of competition</p> 	<ul style="list-style-type: none"> <li>▪ Confirm availability of ground[s] and number of pitches [artificial pitches are ideal]</li> <li>▪ Decide the timing and format of the competition [eg. module v season]</li> <li>▪ Determine competition requirements and costs – if necessary seek sponsorship, apply for gaming trust funding and/or establish a user pays subscription/team entry fee</li> <li>▪ Establish who is going to organise the competition and/or run it on a day-to-day basis</li> <li>▪ Design entry forms [see Appendix 2] and devise playing conditions [see Appendix 3 and the different games in this resource]</li> <li>▪ Advertise the competition using local radio and newspapers and/or send invitation letters to interested groups or directly to known cricket contacts [School Cricket Coordinators, Club Coordinators] [see Diagram 2: ‘How can a Twenty20 competition be promoted/advertised?’] to enter the competition [see Appendix 4] and include entry forms</li> </ul>
<p>2-4 weeks prior to start of competition</p> 	<ul style="list-style-type: none"> <li>▪ Check equipment availability if needed</li> <li>▪ Determine transport availability, especially for secondary school teams</li> <li>▪ For school based competitions – Community Cricket Coordinator to visit schools and offer students the opportunity to sample the game format as preparation</li> </ul>

	<p>for the competition</p> <ul style="list-style-type: none"> <li>▪ Compile draw [see Appendix 5] and send it to those entered</li> <li>▪ Set up a procedure for collecting results. Fax or email these to the competition coordinator so they can be post on a website or published in local newspaper</li> <li>▪ Establish a cancellation procedure</li> <li>▪ Determine the venue for aftermatch social occasions for club or business house competitions eg. cricket clubrooms, local pub</li> <li>▪ Seek prizes for player of the day awards and the end of competition prizegiving</li> </ul>
<p>1 week prior to start of competition</p> 	<ul style="list-style-type: none"> <li>▪ Ensure ground[s] and pitches are ready</li> <li>▪ Arrange umpires or ensure each team provides an umpire and/or a supervising adult/teacher – the latter is a prerequisite for school competitions</li> </ul>
<p>Start and during competition</p> 	<ul style="list-style-type: none"> <li>▪ Check that ground[s] and pitches are ready prior to each round</li> <li>▪ Before the first round welcome teams and briefly explain the format, safety requirements and invite teams to the aftermatch social occasion</li> <li>▪ Provide teams with scoresheets [see Appendix 6] and a laminated copy of the playing conditions/rules [see Appendix 3]</li> <li>▪ Maintain regular contact with a key person in each team to circulate a draw with dates, times and venues, and to check that everything is running smoothly</li> <li>▪ Establish a database of players' contact details</li> </ul>
<p>At end of competition</p> 	<ul style="list-style-type: none"> <li>▪ Advertise or announce what is next? [ie. when the competition will run again this season or next]</li> <li>▪ Provide players with information on how they can access traditional cricket within their school, club or district</li> <li>▪ Evaluate the competition by seeking feedback on its value and any possible improvements</li> </ul>

## DIAGRAM 2

### HOW CAN A TWENTY20 CRICKET COMPETITION BE PROMOTED/ADVERTISED?



## **WHAT FORMAT BEST SUITS?**

Below are the **RULES** or **PLAYING CONDITIONS** for four short version, modified action, cricket games: Sixes, Four Quarters, Super 8s, and Twenty20.

The player and time requirements of each version varies, however, given the popularity of Twenty20 cricket it is possible to use this brand to label the other shortened versions if it means that it enhances their appeal. Whether a competition is Twenty20 cricket or one of the other variants will depend upon a number of interconnected factors:

- **Objective of competition**
- **Ground and pitch availability**
- **Time availability**
- **Scheduling – midweek v weekends**
- **Length of innings and/or match**
- **Level of ability – competitive v social/recreational**
- **Team size**
- **Team composition – male, female, mixed**

<b>NUMBER OF PLAYERS</b>	<b>12</b> – two teams of 6
<b>EQUIPMENT</b>	Normal or modified cricket equipment including 2 sets of stumps, 2 bats, 1 ball
<b>FACILITIES</b>	Outdoors or indoors. Pitch and boundary to be determined by the age and ability of the players
<b>TIME DURATION</b>	<b>45-60 minutes</b>

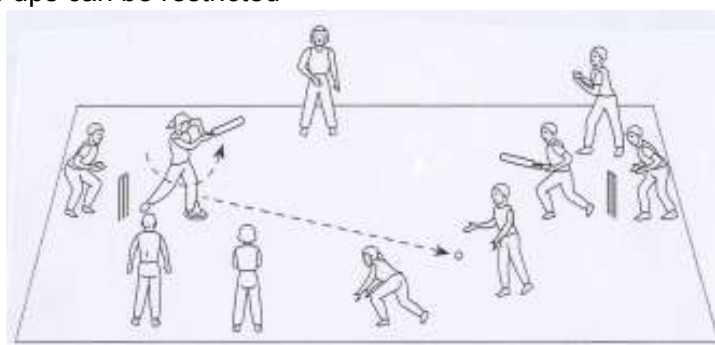
**RULES:**

- This game is best played with two teams of 6 players – one six to bat [Team A], the other six to bowl and field [Team B]
- The field placing is the responsibility of each bowler. Fielders can field anywhere, although there must be no more than two on either side of the wicket, and they must be at least 10 metres from the batter on strike
- The normal ‘Laws of Cricket’ apply, except:
  - ◆ Each innings will consist of six overs, unless all six players in the batting side [Team A] are out before the total number of overs is bowled
  - ◆ Each player in the bowling team [Team B] must bowl 1 over. One player in the team acts as the wicketkeeper
  - ◆ Wides or no balls count as two runs, additional runs can be scored off no balls. Extra balls are bowled for wides and no balls
  - ◆ Batters can be out:
    - **Bowled, caught, hit wicket, stumped, run out. There are no LBWs**
  - ◆ In the event of a team losing 5 wickets within the allocated 6 overs, the sixth batter continues to bat, with the fifth batter out remaining at the wicket as a runner, until the overs are completed or he/she is dismissed. When a run is scored the sixth batter returns to the batting end to face the next delivery
    - When only the sixth batter is left batting, if either batter is run out the batting six [Team A] is all out
  - ◆ Batters retire when they reach 25, but can return and bat again if his/her team are dismissed within the 6 overs
- The team with the most runs is the winner, irrespective of how many batters are dismissed
- **Rule variations can include:**
  - ◆ Increase the number of overs in an innings to 12, so each bowler has 2 overs
  - ◆ The addition of a free hit for the next delivery after a wide or no ball is bowled. A free hit means that the batter can only be out by being run out
  - ◆ The deduction of a set number of runs when a batter is dismissed [eg. 5-10 runs per dismissal]
  - ◆ A batter scoring 10, 15 or 20 runs shall be retired
  - ◆ Any batter failing to score off three consecutive deliveries must retire

<b>NUMBER OF PLAYERS</b>	<b>16-24</b> – two teams of 8-12
<b>EQUIPMENT</b>	Normal or modified cricket equipment including 2 sets of stumps, 2 bats, 1 ball
<b>FACILITIES</b>	Outdoors. Pitch and boundary to be determined by the age and ability of the players
<b>TIME DURATION</b>	<b>4 x 30 minutes = 2 hours</b>

**RULES:**

- The game is best played with two teams of 8 players
- The game is played for four 30 minute quarters, with team A batting in the first and third quarters and team B batting in the second and fourth quarters
- Team A bat for 30 minutes, then bowl the same number of overs they received in the first quarter to team B. The same applies to the third and fourth quarters
- When team A bat again in the third quarter, the players who were batting at the end of the first quarter continue batting, followed by those who did not bat in the first quarter
- If the entire team is dismissed within the allotted batting time, the batting line-up reverts back to the start
- The normal 'Laws of Cricket' apply, except:
  - ◆ Batters can be out:
    - **Bowled, caught, hit wicket, stumped, run out. There are no LBWs**
  - ◆ Only six balls are bowled in an over
  - ◆ Wides or no balls count as two runs, additional runs can be scored off no balls. No extra balls are bowled for wides and no balls
- The team with the most runs at the end of the four quarters is the winner
- **Rule variations can include:**
  - ◆ Marker cones being placed behind each bowling end to designate a bonus area. Any runs scored into this area are doubled in value
  - ◆ Players must retire at a specific score eg. 15, 20 or 25 runs
  - ◆ Bowlers rotate until each has bowled 2 overs
  - ◆ The length of the bowlers' run-ups can be restricted
  - ◆ The playing area can be restricted eg. 40m boundaries
  - ◆ A player receives a free hit after a 'wide' or 'no ball' is bowled, so cannot be dismissed, except by being run out



<b>NUMBER OF PLAYERS</b>	<b>16</b> – two teams of 8
<b>EQUIPMENT</b>	Normal or modified cricket equipment including 2 sets of stumps, 2 bats, 1 ball
<b>FACILITIES</b>	Outdoors. Normal pitch and boundary, although reducing the boundary to 40 metres will assist with run scoring
<b>TIME DURATION</b>	<b>60 minutes</b>

**RULES:**

- This game is best played with two teams of 8 players – one eight to bat [Team A], the other eight to bowl and field [Team B]
- The field placing is the responsibility of each bowler. There are no restrictions on field placings, although no fielder, apart from the wicketkeeper, must be within 10 metres from the batter on strike
- The normal ‘Laws of Cricket’ apply, except:
  - ◆ Each innings will consist of 8 x six ball overs
  - ◆ Each player in the bowling team [Team B] must bowl 1 over
  - ◆ All overs are bowled from the same end
  - ◆ Wides or no balls count as two runs, additional runs can be scored off no balls. No extra balls are bowled but the next ball after a wide or no ball is a ‘free hit’ for the batter. A free hit means that the batter can only be out by being run out
    - Two lines should be marked at right angles to the crease at the batter’s end two-thirds the distance on the offside and half the distance on the legside between the middle stump and the return crease. Any ball not hit that passes outside these indicators is a wide
  - ◆ Players bat and bowl in pairs
  - ◆ Each batting pair face two overs irrespective of the number of times they get out
  - ◆ Batters can be out:
    - **Bowled, caught, hit wicket, stumped, run out. There are no LBWs**
    - If batters get out they simply change ends and continue to bat
- The team with the most runs is the winner
- **Rule variations can include:**
  - ◆ Increase the number of overs in an innings to 16, so each bowler has 2 overs
  - ◆ The addition of a bonus of 50% of the runs scored to a pairs total when no wickets are lost
  - ◆ Use lines or markers to set up a 30 metre wide rectangular zone 20 metres behind the stumps at the bowler’s end back to the boundary. This is the ‘Max Zone’. Any runs scored in this zone are multiplied by 2 eg. 2=4, 4=8, 6=12
  - ◆ The winner is the team with the highest ‘team score’ which is calculated by multiplying each team’s number of runs scored by the number of opposing team’s wickets taken

<b>NUMBER OF PLAYERS</b>	<b>22</b> – two teams of 11 players
<b>EQUIPMENT</b>	Normal or modified cricket equipment including 2 sets of stumps, 2 bats, 1 ball
<b>FACILITIES</b>	Outdoors. Pitch and boundary to be determined by the age and ability of the players
<b>TIME DURATION</b>	<b>170-180 minutes</b>

**RULES:**

- This game is best played with two teams of 11 players
- The normal 'Laws of Cricket' apply, except:
  - ◆ Each team has one innings which consists of 20 overs, unless all the players in the batting side are out before the total number of overs is bowled
  - ◆ Each bowler can bowl a maximum of 4 overs each
  - ◆ Wides counts as one run. An extra ball is bowled after a wide
    - Two lines should be marked at right angles to the crease at the batter's end at a distance of 60cm on the offside and 30cm on the legside between the middle stump and the return crease. Any ball not hit that passes over or outside these indicators is a wide
  - ◆ No balls count as two runs, additional runs can be scored off no balls. An extra ball is also bowled after a no ball at which the batter has a 'free hit'. A free hit means that the batter cannot be out bowled, caught, hit wicket or stumped, but can be run out
  - ◆ Batters can be out:
    - **Bowled, caught, LBW, hit wicket, stumped, run out**
  - ◆ The field placing is the responsibility of each bowler. There are the following restrictions on field placings:
    - There must be no more than 5 fielders on the legside, with no more than two behind square leg
    - Use lines or markers to set up two semi circles centred on middle stump each with a radius of 30 metres and joined by a parallel line on each side of the pitch
    - In the first 6 overs of each innings only 2 fielders are allowed outside the this fielding circle and at least 2 fielders must be in catching positions 15 metres from the striking batter
    - For the remaining overs of each innings only 5 fielders are allowed outside the fielding circle
- The team with the most runs at the end of both innings is the winner

## APPENDIX 1

### TWENTY20 CRICKET CLUB FUNDRAISING

Below is an approximation of the potential fundraising for a cricket club from running a Twenty20 business house or inter-club cricket competition based on 8 teams playing 8 rounds. The following assumes there is no cost to the club for pitches as they have free access to club or community pitches

REVENUE		EXPENDITURE	
<ul style="list-style-type: none"> <li>■ Each team to pay a subscription of \$33 per round = \$264 per team</li> </ul>	<b>\$2112-00</b>	<ul style="list-style-type: none"> <li>■ Payment for either 32 incrediballs @ \$15 per ball or 16 cricket balls @ \$30 per ball</li> <li>■ Payment of one umpire / scorer @ \$25 per match</li> <li>■ Photocopying scoresheets and rules</li> </ul>	<b>\$480-00</b>  <b>\$800-00</b>  <b>\$20-00</b>
<b>SUBTOTALS</b>	<b>\$2112-00</b>		<b>\$1300-00</b>
<b>TOTAL [Revenue – Expenditure]</b>			<b>\$812-00</b>

**ADDITIONAL REVENUES** could be raised by:

- Club players volunteering to umpire [save \$800-00]
- Club equipment supplier donating all or some of the balls [save up to \$480]
- Sponsorship naming rights of the competition that could be used on a cricket club website and/or in local media when advertising the draw or displaying results
- Sponsorship from a local hotel, especially if used, after each round, for the aftermatch social occasion
- Using the cricket club's own clubrooms to host aftermatch social occasion to sell food and drinks

## APPENDIX 2

### ENTRY FORM EXAMPLE



Canterbury Cricket Association Inc.

In Partnership with  
School Sport Canterbury

**WEDNESDAY COMPETITIONS – SUMMER TERM 4, 2005**

**TWENTY20 SUPER 8 BOYS CRICKET – ENTRY FORM**

#### ENTRIES

Please complete this Entry Form and fax it to the Sports Director's office at **343 1310** by **5pm on Wednesday 21 September 2005**.

Entries will be posted on the web-site [www.canterbury.schoolsport.org.nz](http://www.canterbury.schoolsport.org.nz) as they are received in order to provide confirmation of receipt of your entry.

**SCHOOL:** \_\_\_\_\_

**TEACHER IN CHARGE:** \_\_\_\_\_

**SCHOOL PHONE NUMBER:** \_\_\_\_\_

**HOME PHONE NUMBER:** \_\_\_\_\_

**MOBILE NUMBER:** \_\_\_\_\_

**E-MAIL:** \_\_\_\_\_

**NUMBER OF TEAMS ENTERED:**

U15 Boys: \_\_\_\_\_ Supervisor[s]: \_\_\_\_\_

U18 Boys: \_\_\_\_\_ Supervisor[s]: \_\_\_\_\_

Should you enter more than one team in an age group please differentiate with a name eg. U15 CBHS Red and U15 CBHS Black on the line below

\_\_\_\_\_  
**NUMBER OF SCHOOL PITCHES AVAILABLE:** \_\_\_\_\_

*Please fax back to the Sports Director on 343-1310 by 5pm on Wednesday 21 September 2005.*

**ENTRY FORM SAMPLE**

**TWENTY20 CRICKET  
ENTRY FORM**

**FAX TO: NAME:** \_\_\_\_\_

**SCHOOL/CLUB/BUSINESS HOUSE:** \_\_\_\_\_

**FAX:** \_\_\_\_\_

**FROM: NAME:** \_\_\_\_\_

**SCHOOL/CLUB/BUSINESS HOUSE:** \_\_\_\_\_

**FAX:** \_\_\_\_\_

**YES**, our School/Club/Business House would like to participate in the Twenty20 Cricket Competition. Our team[s] are listed below

**NO**, our School/Club/Business House is unable to participate

**TEAMS**

TEAM	COMPETITION GRADE	SUPERVISING COACH/TEACHER

Yes, we will provide a supervising Coach/Teacher with our team[s] on the days of the competition and will take full responsibility for organising them. Please forward the draw and full competition details at your earliest convenience.

## APPENDIX 3

### RULES/PLAYING CONDITIONS EXAMPLE



Canterbury Cricket Association Inc.

#### **BOYS' TWENTY20 SUPER 8 RULES TERM 4, 2005**

1. Each match shall start at 3.15pm. There will be a 10 minute break between innings.
2. Each innings shall consist of a maximum of 20 overs.
3. Batsmen must retire on reaching 60. [eg hitting a four when on 58]. 62 runs will be recorded in this instance.
4. No bowler may bowl more than 4 overs.
5. Should the innings go for 20 overs, everybody must have bowled at least two overs [eg. 3x4 overs and 4x2 overs each or everybody bowls three overs and one person bowls two overs]
6. The wicketkeeper must remain wicketkeeper throughout the innings.
7. All 20 overs must be bowled within 70 minutes. All 20 overs may be bowled from the same end provided both supervisors agree to this. Both teams will then bowl from the same end. A penalty of 12 runs per over short will be added to the batting team.
8. Batsmen may bat a second time provided they did not retire in their first innings. Everybody must have a turn to bat before a 'second' turn can begin. In the second innings the batsmen's score continues from the first innings. 28 scored in first innings allows a possible further 32 in the second. The batting order in the second innings must remain the same as in the first. Nobody may bat a third time.
9. No fielder may field closer than 10 metres from the batsmen.
10. There must be three fielders on the off side and three fielders on the leg side at all times.
11. Wides and no-balls count for 2 runs and will not be rebowled unless it is the 20<sup>th</sup> over. Should a wide be bowled in the 20<sup>th</sup> over 2 runs will be recorded and an extra ball will be bowled.
12. Otherwise 'normal' cricket rules apply.
13. Teams are to be supervised by an adult at all times.

#### **GIRLS TWENTY20 SUPER 8 RULES TERM 4, 2005**

1. The rules are the same as the boys but with the following changes:-
  - 15 overs per team
  - No bowler to bowl more than three overs [all 7 fielders are encouraged to bowl but only 5 have to].
  - Batsmen to retire on reaching 50 runs.

#### **For further information please contact**

**Nigel Marsh, Community Cricket Co-ordinator, Canterbury Cricket Association**  
**Tel: 363 5090 Mob: 027 – 224 9569 e-mail: [Nigel@canterburycricket.org.nz](mailto:Nigel@canterburycricket.org.nz)**

## APPENDIX 4

### COMPETITION INVITATION EXAMPLE



Canterbury Cricket Association Inc.

In Partnership with  
School Sport Canterbury

### WEDNESDAY BOYS CRICKET COMPETITIONS

### TWENTY20 SUPER 8 – SUMMER TERM 4, 2005

#### **COMPETITION DATES:**

The Competition will begin on Wednesday 12 October and will conclude on Wednesday 9 November [5 playing days].

#### **ADULT SUPERVISION:**

No team may take to the field unless they have an adult supervisor present. Ideally this person will umpire but it is not a prerequisite.

#### **PLAYING RULES:**

Rules for the Twenty20 Super 8 are attached on a separate sheet.

#### **ENTRY FORM:**

Please complete the attached Entry Form and fax back to the Sports Director's Office, at **343-1310**, by **5pm on Wednesday, September 21, 2005**

#### **RESULTS:**

It is the responsibility of the winning team to either fax the results back to the Sports Directors office at **343-1310**, or phone them through on **343-3182**, the next day.

#### **COST:**

There is no entry fee. Teams to provide their own playing equipment and cricket balls.

#### **CLOTHING:**

Members of each team to wear the same uniform eg. whites or the official school PE clothing

#### **FURTHER INFORMATION:**

Please contact Nigel Marsh on 363 5090 or 027-224 9569  
e-mail: [nigel@canterburycricket.org.nz](mailto:nigel@canterburycricket.org.nz)

**COMPETITION INVITATION SAMPLE**

**INSERT ADDRESS and  
CONTACT DETAILS HERE**

**TO:**

**FROM:**

**DATE:**

**SUBJECT:** Twenty20 Cricket Competition

Dear \_\_\_\_\_

I write to invite your school/club/business house to participate in this season's Twenty20 Cricket Competition. Details are as follows:

**VENUE:** \_\_\_\_\_

**TIME:** \_\_\_\_\_

**NUMBER OF TEAMS:** \_\_\_\_\_

**COMPOSITION OF TEAMS:** Male Female Mixed [Circle option]

**TARGET AGE:** \_\_\_\_\_

**RULES:** See attachment

To enter your school/club/business house, please complete the attached entry form and fax or mail it back by: \_\_\_\_\_

For further information, don't hesitate to contact me.

Full competition details, including a draw will be forwarded prior to the start of the competition.

Kind regards

Competition Coordinator

\_\_\_\_\_  
**Signed**

## APPENDIX 5

### COMPETITION DRAW FORMAT SAMPLES

Below are samples of round-robin draws where each team play all other teams once.

On the draw format outlined, the first named team is the home team. A proportionate number of home and away games is generated.

**1. 5 or 6 team draw [with 5 teams, the team v 6 has a bye]**

Rd 1	Rd 2	Rd 3	Rd 4	Rd 5
1 v 6	2 v 3	1 v 2	2 v 4	1 v 3
3 v 4	4 v 1	3 v 5	3 v 6	4 v 5
5 v 2	6 v 5	6 v 4	5 v 1	6 v 2

**2. 7 or 8 team draw [with 7 teams, the team v 8 has a bye]**

Rd 1	Rd 2	Rd 3	Rd 4	Rd 5	Rd 6	Rd 7
1 v 8	2 v 5	1 v 4	2 v 1	1 v 7	2 v 4	1 v 3
3 v 6	4 v 3	3 v 2	5 v 8	3 v 5	3 v 8	4 v 7
5 v 4	6 v 1	5 v 7	4 v 6	6 v 2	5 v 1	6 v 5
7 v 2	8 v 7	8 v 6	7 v 3	8 v 4	7 v 6	8 v 2

**3. 9 or 10 team draw [with 9 teams, the team v 10 has a bye]**

Rd 1	Rd 2	Rd 3	Rd 4	Rd 5	Rd 6	Rd 7
1 v 10	2 v 7	1 v 6	2 v 3	1 v 2	2 v 8	1 v 7
3 v 8	4 v 5	3 v 4	4 v 1	3 v 9	4 v 6	3 v 5
5 v 6	6 v 3	5 v 2	6 v 8	5 v 7	5 v 10	6 v 2
7 v 4	8 v 1	7 v 9	7 v 10	8 v 4	7 v 3	8 v 9
9 v 2	10 v 9	10 v 8	9 v 5	10 v 6	9 v 1	19 v 4

Rd 8	Rd 9
2 v 4	1 v 3
3 v 10	4 v 9
5 v 1	6 v 7
7 v 8	8 v 5
9 v 6	2 v 10

**4. 11 or 12 team draw [with 11 teams, the team v 12 has a bye]**

Rd 1	Rd 2	Rd 3	Rd 4	Rd 5	Rd 6	Rd 7
1 v 12	2 v 9	1 v 8	2 v 5	1 v 4	2 v 1	1 v 11
3 v 10	4 v 7	3 v 6	4 v 3	3 v 2	4 v 10	3 v 9
5 v 8	6 v 5	5 v 4	6 v 1	5 v 11	6 v 8	5 v 7
7 v 6	8 v 3	7 v 2	8 v 10	7 v 9	7 v 12	8 v 4
9 v 4	1 v 10	9 v 11	9 v 12	1 v 6	9 v 5	2 v 10
2 v 11	12 v 11	12 v 10	11 v 7	12 v 8	11 v 3	6 v 12

Rd 8	Rd 9	Rd 10	Rd 11
2 v 8	1 v 7	2 v 4	1 v 3
4 v 6	3 v 5	3 v 12	4 v 11
5 v 12	6 v 2	5 v 1	6 v 9
7 v 3	8 v 11	7 v 10	8 v 7
9 v 1	9 v 10	9 v 8	10 v 5
11 v 10	12 v 4	11 v 6	12 v 2

## APPENDIX 6

### SCORESHEET EXAMPLE

## TWENTY20 SUPER 8 CRICKET SCORE CARD

Match between \_\_\_\_\_ Versus \_\_\_\_\_

Date \_\_\_\_\_ Venue \_\_\_\_\_ Umpires \_\_\_\_\_

**BATTING:** Team \_\_\_\_\_

Name	Runs Scored	How Out	Total
1			
2			
3			
4			
5			
6			
7			
8			
	Batsmen who are out may bat a second time provided the first innings is complete. Batsmen to retire on reaching 60	<b>EXTRAS</b>	
		<b>TOTAL</b>	

**BOWLING:** Team \_\_\_\_\_

Name	Ov 1	Ov 2	Ov 3	Ov 4	Runs	Wkts
1						
2						
3						
4						
5						
6						
7						

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
01	02	03	04	05	06	07	08	09	110
11	12	13	14	15	16	17	18	19	120
21	22	23	24	25	26	27	28	29	130
31	32	33	34	35	36	37	38	39	140
41	42	43	44	45	46	47	48	49	150
51	52	53	54	55	56	57	58	59	160
61	62	63	64	65	66	67	68	69	170
71	72	73	74	75	76	77	78	79	180
81	82	83	84	88	86	87	88	89	190
91	92	93	94	95	96	97	98	99	200

Wides	No Balls	Leg Byes	Byes	Extras Total

**Note: Wides and No-balls count as two runs and are not to be rebowled unless it is the last over**

## APPENDIX 7

### COMPETITION COORDINATOR'S CHECKLIST

	Finalise dates for scheduled Twenty20 cricket competition matches
	Book proposed venue[s] with appropriate schools/clubs/business houses
	Fax or mail invitation letter, competition rules and entry forms to targeted schools/clubs/business houses
	Compile a draw based on the teams entered
	Confirm all team entries prior to the first round
	Send draws, final competition details and scoresheets to all teams
	Check ground and pitch readiness at venue[s] prior to each round
	Where required, check umpire availability
	If supplying equipment, check that it is complete – in particular – stumps, balls, boundary markers, clipboards, scoresheets and pens
	Organise and have available a comprehensive first aid kit

## REFERENCES

Payne, J: 2005, 'Twenty20: Research Report – A Grassroots Perspective'. Marketing internship report prepared for New Zealand Cricket as a partial requirement for the University of Canterbury.

Snedden, M; 2004, 'Twenty20: What is its Future within Cricket in New Zealand.' Internal discussion paper prepared for New Zealand Cricket.

## ACKNOWLEDGEMENTS

This School Support and Club Assist booklet was written and compiled by Alec Astle, National Development Manager, New Zealand Cricket. Considerable credit, however, must also go to Peter Clinton [Development Manager, Auckland Cricket Association], Ricky Bartlett [Community Cricket Coordinator, Horowhenua Kapiti Cricket Association], Grant Bradburn [Community Cricket Coordinator, Waikato Valley Cricket Association], Maia Lewis [Community Cricket Coordinator, Cricket Wellington] and Nigel Marsh [Community Cricket Coordinator, Canterbury Cricket Association] for their considerable support and assistance in completing this resource. Their ideas and suggestions, varied experiences in organising and running modified action cricket competitions, including Twenty20 cricket, together with their passion for the growth and development of the game are reflected in, and helped shape the contents of this resource. I am particularly grateful to Nigel Marsh for allowing me to reproduce a number of examples as appendices of the documentation that he has designed to set up and manage a very successful, midweek, Twenty20 Super 8s secondary school cricket competition in Christchurch which caters for fifty teams.