

criiiiio cup

(anyone
anywhere,
anytime.)

brought to you by:



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Creating your own **criiio** cup

Welcome to the criiio cup. This cricket competition has been developed to enable participants that have been introduced to cricket through an entry level program, such as the criiio cricket Programme, to then participate in a competitive and exciting cricket competition by removing the barriers to play.

criiio cup is a street version of the classic game of cricket. The game has been designed to be played in the spirit of cricket and celebrate all the versions of cricket and how it is played around the world.

This is a fast paced and dynamic version of the game that follows the same concepts of traditional hardball cricket, but it can be played by anyone, anywhere and at any time. It requires very little equipment, simply a soft ball and a bat.

We recommend a rectangular 'contained' court:

- Pitch width:** 1.8-2m
- Pitch length:** 12-18m
- Running length:** 11-16m
- Area size length:** 20-40m
- Area size width:** 10-30m

Always remember, this is a game that is designed to be adapted to the needs of your specific space.

Once the teams have been formed and the toss has been done to select which team bats/bowls first, each team's batting innings consists of 9 overs – broken into three sets of three overs per pair. This is a total of 54 balls per innings, or 18 balls per a pair.

The fielding team must always have one bowler, one keeper, and two fielders on the off-side and two fielders on the on-side. It is encouraged that each bowler has a turn bowling an over, with no bowler to bowl more than two overs.

The goal of the batting team is to score as many runs as possible –

How?

By both batters completing a full run without being run out by the fielding team. The batter must run to score and will get an additional +1 for hitting the side boundary, +4 for hitting the front boundary along the ground, and +6 for hitting the front boundary on the full.

The goal of the fielding team is to restrict the batting team to as few runs as they can, and by getting as many dismissals as possible.

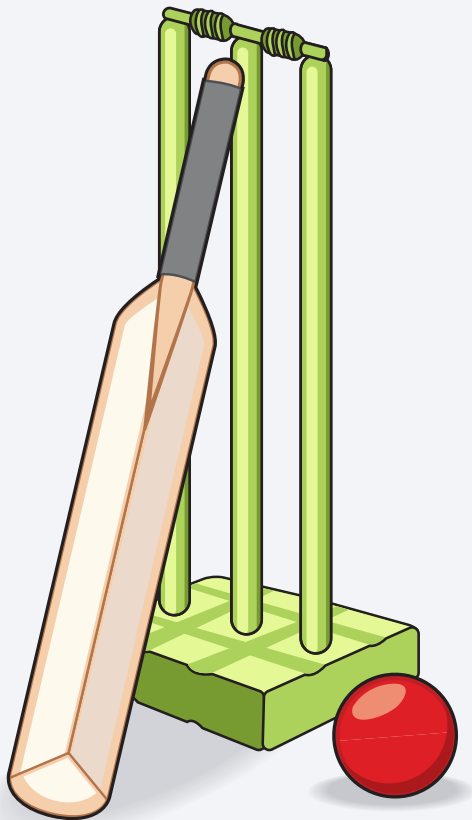
How?

By bowling dot balls and minimising +4s and +6s to restrict the runs. Three dot balls in a row will count as a dismissal, where each dismissal will count as five bonus runs to the bowling team. Other than LBW, all other traditional modes of dismissal apply: bowled, run out, stumped, caught (which includes being caught off the side wall or wall behind the keeper), hit wicket, hit the ball twice, obstructing the field. Each time a dismissal occurs, the striker swaps ends with the other batter.

No-balls will count as two runs for the batting team and will not be re-bowled.

The team that has scored the most runs after both teams have batted is the winning team.

criiio cup can easily be adapted to your specific situation so make it your own and just play!

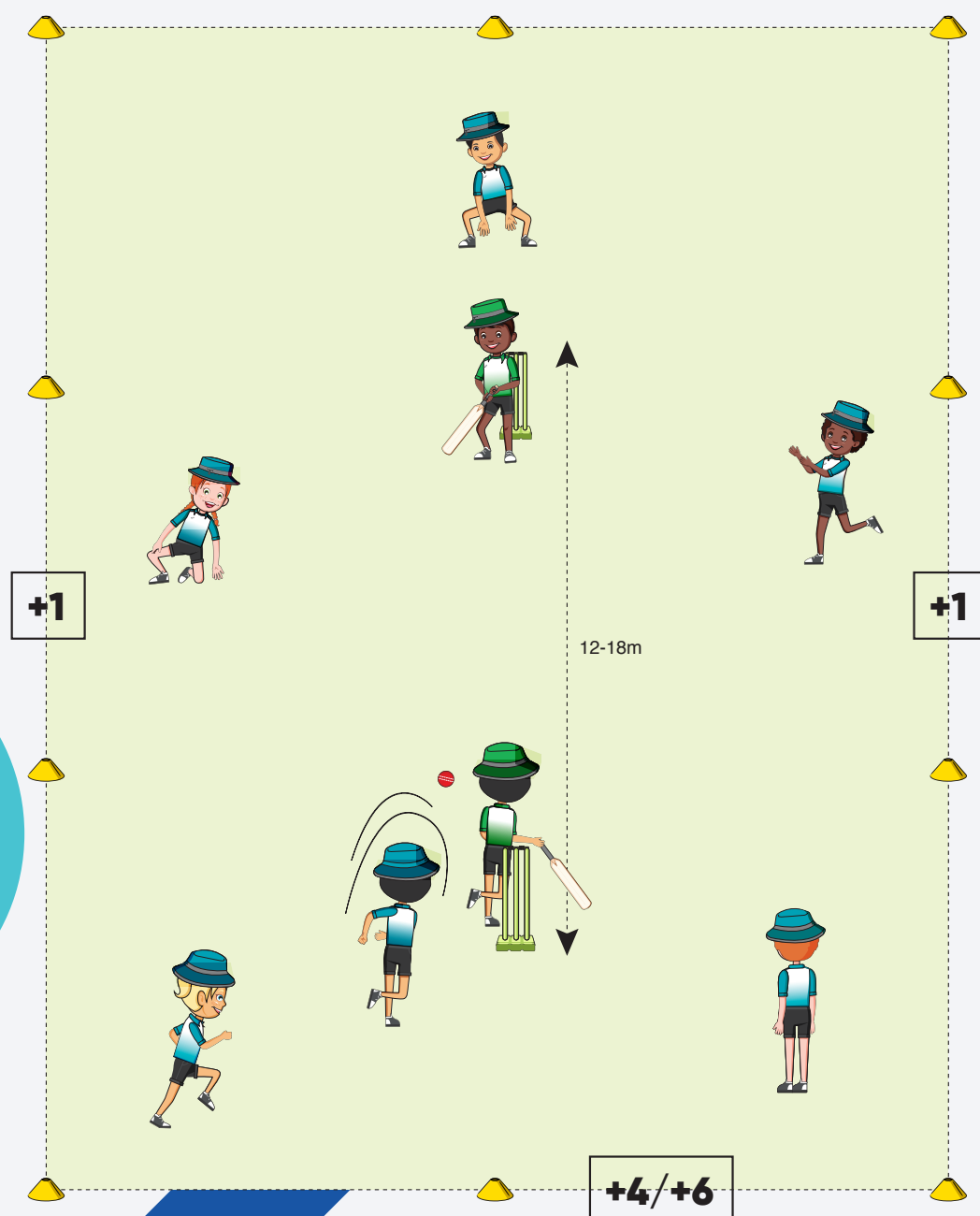


Preparing for Play + Equipment

- Game played between two teams of six players,
- Self-umpired and scored
- Decide which team bats and bowls first
- 2 batters – one at each end of the pitch
- The fielding team sets up with one bowler at the bowling end, a wicket keeper behind the opposite stumps and the remaining fielders spread evenly and a safe distance away from the batter.

Suggested Equipment

- 2 x bats
- 1 x soft ball
- 2 x Stumps
- Line markers



The Principles of Play

Key Principles:

- Two teams, Players: 6 v 6. (Eight people in play at the one time, four waiting to bat)
- ~45 minutes
- 9-over match (9 x 6-ball overs)
- Once all three pairs have batted for three overs, the two teams swap roles
- Rectangular shape

Bowling:

- All bowling is from one end. At the completion of each over, the batters swap ends.
- Bowling is to be overarm only, with a limit of an eight-metre run-up.
- Bowlers can't bowl more than 2 overs (2 x 6 bowls) – it is recommended each player bowl minimum 1 over.
- Must have 1 wicketkeeper, 2 fielders either side.
- No balls' and 'Wides' will count as two runs (plus any additional runs scored off the bat) and are not re-bowled.
 - A 'no ball' is classified under four types of deliveries, it is a ball that:
 - Bounces over the batter's head when standing in normal batting stance.
 - Passes the batter above waist height (above the bottom rib) on the full.
 - Goes outside the no-ball markers at the batter's end. This may be known as a 'wide'.
 - Bowler steps over the crease line when bowling.
- Dismissal 'Out': When a wicket is taken, the fielding team is awarded five runs to be added to their score
 - No LBW, all other modes of dismissal apply; bowled, run out, stumped, caught (which includes being caught off the side wall or wall behind the keeper), hit wicket, hit the ball twice, obstructing the field.
 - Three 'strikes' (dot balls) = dismissal

Batting:

- 3-overs per batting pair
- Runs scored:
 - Must complete a run to score
 - If the batter hits the side boundary first, an additional +1 is awarded
 - If the batter hits the front boundary (behind the bowler) along the ground first, +4 is awarded
 - If the batter hits the front boundary (behind the bowler) on the full, +6 is awarded
- Dismissal 'Out': When a wicket is taken, the batters swap ends (does not apply to a run out)
- No LBW, all other modes of dismissal apply; bowled, run out, stumped, caught (which includes being caught off the side wall or wall behind the keeper), hit wicket, hit the ball twice, obstructing the field.
- Three consecutive 'strikes' (dot balls) = dismissal

Guiding Principles

- Location: Indoor or outdoor location. Consider constraints such as hitting on off-side or leg-side only.
- Players: 6 Players – can be Less or More
- Time: 45 Minutes – can be Less or More by changing the amount of Overs.
- Age: Variances possible
- Ball: Wind ball, Tennis ball, Tape ball
- Bat: Plastic, Wooden, Carbon

1. Enter batter's name under designated batting pair.
2. Enter bowler's name next to the over number bowled
3. Mark the runs scored with a number, next to the batter's name for the relevant ball in each over.
4. Mark any wickets with a W, next to the batter's name.
5. No balls should be represented on the scoresheet by a circle. This circle represents the two runs received for a no ball. Mark the circle when the no ball is bowled and then enter the number of runs made by the batter within the circle.
6. Mark any balls from which there is no score with a dot.
7. Make sure all six boxes are filled for each over.
8. Once the batting pair has completed their three overs, tally the total wickets and runs for each batter. Then combine the two to calculate the 'pair total' and team running score.
9. For batting pairs 2-3, ensure you are calculating the team running score by adding the previous batters' scores to the current batters' scores.
10. Once all batting pairs have batted, complete team total.
11. The loss of a wicket results in 5 bonus runs to the opposition. At the completion of the innings, multiply the total of wickets lost by five and mark this in the bonus runs awarded to opposition box.

OVER 1			OVER 2			OVER 3			PAIR TOTAL		TEAM RUNNING SCORE	
BATTING PAIR 1	Eshaan	Sally	Eshaan	Wkts	Runs				Wkts	Runs	Wkts	Runs
Jack	. . 1	4 . 8 1	W 1 6	1	21				1	47		
Ishan	④ 8 .	4 ②	. 1 1	0	26							
BATTING PAIR 2	Adam	Chris	Adam	Wkts	Runs				Wkts	Runs	Wkts	Runs
Graham	1 . .	. . 4 .	. 1 W	1	6				2	21	3	68
Penny	. . 4 1	② 1	W ② 1	1	15							
BATTING PAIR 3	Alice	Darren	Alice	Wkts	Runs				Wkts	Runs	Wkts	Runs
Sarah	. . 4 1	② . 1	1 1	0	12				1	27	4	95
Rohan	. W	. 4 2	② . 4 1	1	15							

	DATE	29th October 2021														
	BATTING TEAM	Team 1														
	BOWLING TEAM	Team 2														
	FINAL RESULT	Team 1 by 43 runs														
	<table border="1"> <thead> <tr> <th></th><th>Wkts lost</th><th>Runs</th></tr> </thead> <tbody> <tr> <td>Team Total</td><td>4</td><td>95</td></tr> <tr> <td>Bonus Runs awarded to Opposition Total Wkts x 5</td><td></td><td>20</td></tr> <tr> <td>Bonus Runs received from Opposition Total Wkts x 5</td><td></td><td>35</td></tr> <tr> <td>GRAND TOTAL Team Total + Bonus Runs received</td><td></td><td>130</td></tr> </tbody> </table>			Wkts lost	Runs	Team Total	4	95	Bonus Runs awarded to Opposition Total Wkts x 5		20	Bonus Runs received from Opposition Total Wkts x 5		35	GRAND TOTAL Team Total + Bonus Runs received	
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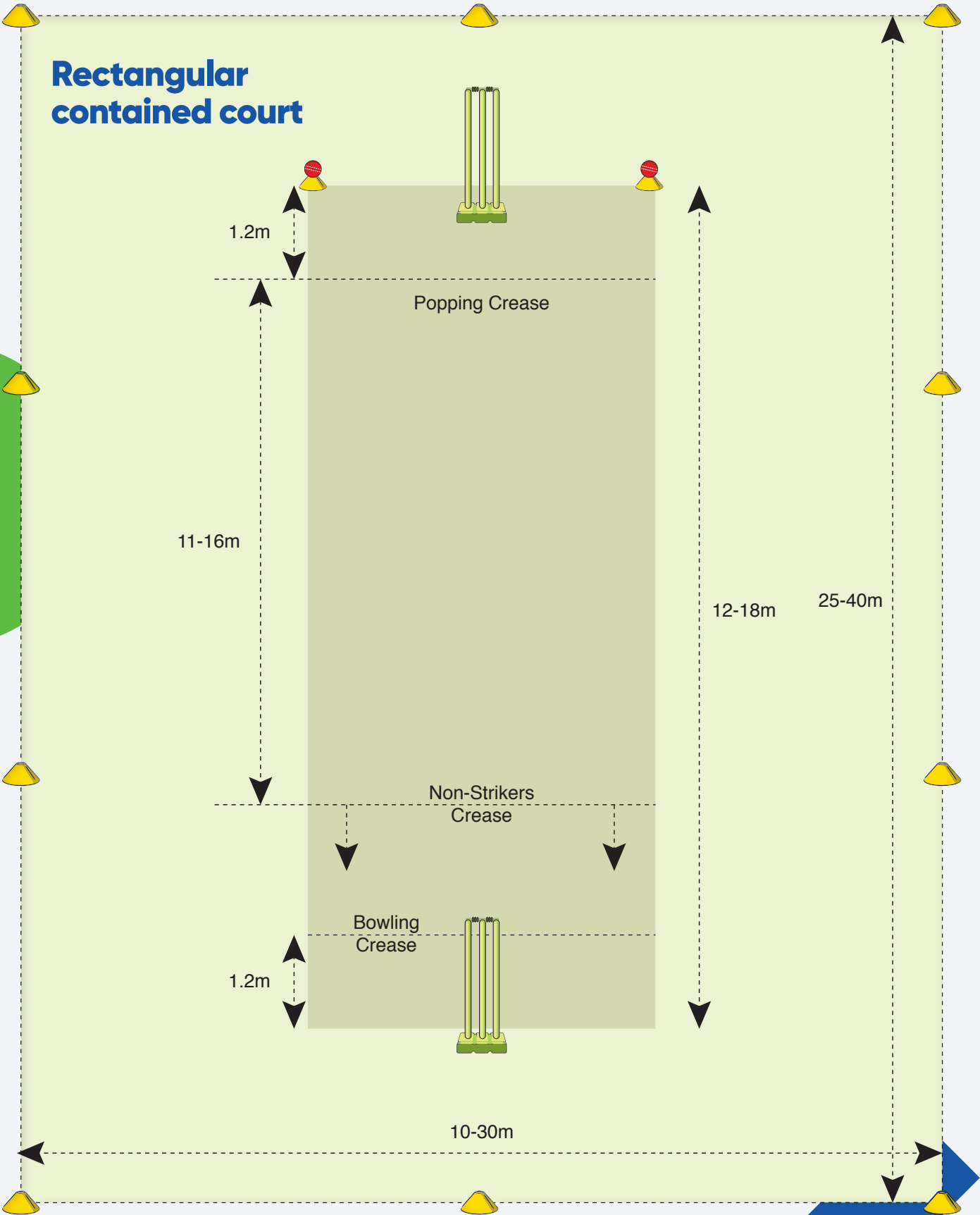


DATE	
BATTING TEAM	
BOWLING TEAM	
FINAL RESULT	

Team Total	Wkts lost	Runs
Bonus Runs awarded to Opposition Total Wkts x 5		
Bonus Runs received from Opposition Total Wkts x 5		
GRAND TOTAL Team Total + Bonus Runs received)		

	OVER 1										OVER 2										OVER 3										PAIR TOTAL			TEAM RUNNING SCORE		
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BATTING PAIR 3																															Wkts	Runs	Wkts	Runs		

Court set up





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