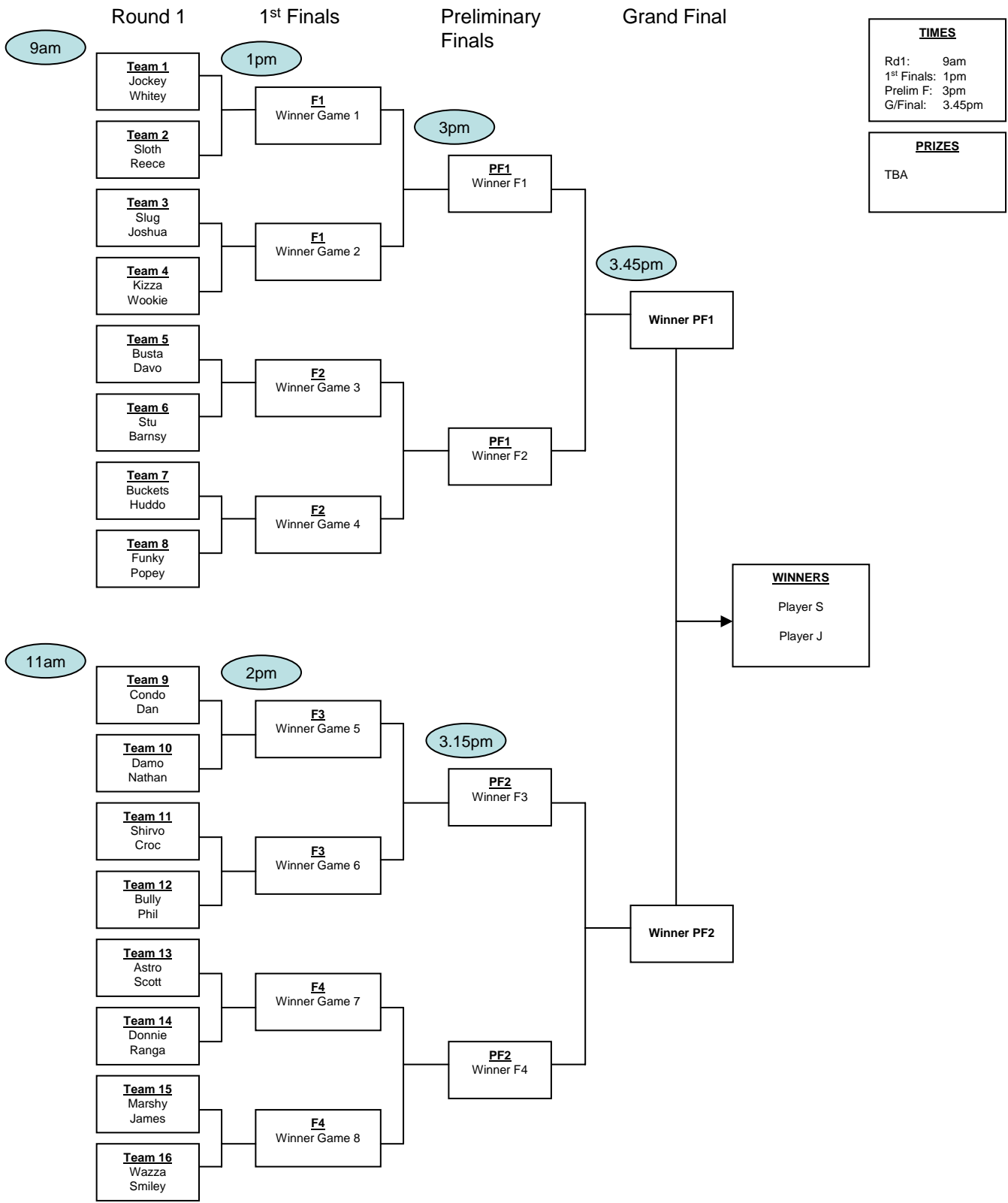


Cricket Knockout Comp – Sunday 25th Nov 2007

MUAFC/Westbrook



Fielders

Games 1 & 2 (Starts 9am)

Condo, Dan, Damo, Nathan, Shirvo, Croc, Bully & Phil

Games 3 & 4 (Starts 10am)

Astro, Scott, Donnie, Ranga, Marshy, James, Wazza & Sticks

Games 5 & 6 (Starts 11am)

Jockey, Whitey, Stuffa, Reece, Slug, Joshua, Kizza & Wookie

Games 7 & 8 (Starts 12am)

Busta, Davo, Stu, Barnsy, Buckets, Huddo, Funky & Popey

1st Final (F1 & F2) (Starts 1pm)

Loser of game 1 (Team 1 or 2)

Loser of game 2 (Team 3 or 4)

Loser of game 3 (Team 5 or 6)

Loser of game 4 (Team 7 or 8)

1st Final (F3 & F4) (Starts 2pm)

Loser of game 5 (Team 9 or 10)

Loser of game 6 (Team 11 or 12)

Loser of game 7 (Team 13 or 14)

Loser of game 8 (Team 15 or 16)

Preliminary Finals (PF1 & PF2) (Starts 3pm)

Loser of F1 (Winner game 1 or game 2)

Loser of F2 (Winner game 3 or game 4)

Loser of F3 (Winner game 5 or game 6)

Loser of F4 (Winner game 7 or game 8)

Grand-final (Starts 3.45pm)

Fielders are picked out by competing two finalists

- *Additional incentive to win outside the prizes on offer is that you never have to field for another team.*
- *Once you loose you have 1 session to field, then your responsibilities for the day cease. Except if you're a good athlete and the finalists want you to field for them.*

Game Rules

- 2 players per team (Consisting of 1 Senior/Reserves and 1 U18's/U16's).
- Each innings consists of 2 overs per player (6 balls per over), 4 overs per team.
- Run up cannot be more than 3 metres.
- One day international rules apply for wides.
- Any delivery over shoulder height is a no-ball.
- No LBW rule applies.
- Batsmen have NO lives. If they are out they are out.
- If one batsman gets out the other batsman can still bat out the remaining deliveries.
- Batsman must wear 2 pads, box and gloves.
- Juniors must wear helmets when batting.
- 10 fielders per innings.
- No drinks on the ground at any time.
- 2 games are in session at the one time. Example – after first 2 batsmen have faced their 4 overs the batsmen for the next game race on. The bowlers in the first game race off also, and are replaced with the bowlers for game two. While the next 4 overs are being bowled the bowlers in game one get padded up. As soon as the 4 overs of game two are finished the original bowlers who are now padded up race back on the field ready to bat. The batsmen in the first match race on also ready to bowl. This continues until all 4 teams have batted and bowled.
- The fielders in the above scenario who aren't involved in the outcome of the two games in session stay on as fielders for the entirety of 16 overs only. This should amount to less than 1 hr.
- In case of tie each batsman gets 2 deliveries each. One delivery from each player in opposing team. We have 2 delivery innings until a winner is decided.