



LYG Dynamos Cricket 2024

Entry Information & Rules

Event Overview

Date: Wednesday 19th June 2024.

Venue: Gunnersbury Park Sports Hub, Popes Lane, London, W3 8LQ.

Contact: dhruvi@londonyouthgames.org

Entry Information

Team Entry and school submission Deadline: Wednesday 5th June 2024.

Squad on the Day: Minimum – 8 & Maximum – 10 per gender.

Competitions: Boys and girls compete separately- with an exception made for up to 3 girls who can compete in the boys team.

Eligibility Criteria

Competition Tier: Higher

Competition Intent: Highly competitive environment where winning is the measure of success and level of challenge is high, in order to further the development of young athletes. Local qualifying events are encouraged, with the winning school progressing to the county final.

Player Eligibility: Aimed at children and young people who enjoy competition and may regularly access training and coaching outside of the school environment. Participants are used to competing in sport inside and outside of school, have a higher skill ability and understand tactics and strategies in competitive game play situations.

Age Categories

Age Category	Oldest DOB	Youngest DOB	Likely School Year
9 – 11-year-olds	01/09/2012	31/08/2014	Year 5 - 6

Full Rules & Regulations

SCKT 1 The London Youth Games Dynamos Cricket competition will run in line with the [ECB Dynamos Schools rules](#).

SCKT 1.1 Should any rules listed below contradicted those outlined by ECB Dynamos Schools, these rules will supersede those.



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SCKT 1.1.1 The London Youth Games Dynamos Cricket competition will follow the Transgender guidance outlined by [England and Wales Cricket Board](#).

SCKT 1.2 It will be at the discretion of the event referee and LYG personnel as to the application of these rules, and any subsequent decision made as a result will be final.

SCKT 1.3 The Tournament Organisers reserve the rights to alter or amend the playing schedule if necessary and make decisions on any matters arising during the tournament, including any matters not covered by the tournament regulations.

SCKT 2 Age Category

SCKT 2.1 The following age groups and respective maximum date of births will apply to the London Youth Games Dynamos Cricket Competition:

Age Category	Oldest DOB	Youngest DOB	Likely School Year
9 – 11 years	01/09/2012	31/08/2014	Year 5 - 6

SCKT 2.2 Competitors are not permitted to enter this competition if they are ineligible. No exceptions will be made.

SCKT 2.3 It is the responsibility of competitors/teachers/School Games Organisers to ensure all competitors details are entered correctly at the time of submission.

SCKT 2.3.1 In the instance a competitor is found to be ineligible, they will be disqualified from the competition entirely.

SCKT 3 Eligibility Criteria

Competition Tier: Higher

Competition Intent: Highly competitive environment where winning is the measure of success and level of challenge is high, in order to further the development of young athletes. Local qualifying events are encouraged, with the winning school progressing to the county final.

Player Eligibility: Aimed at children and young people who enjoy competition and may regularly access training and coaching outside of the school environment. Participants are used to competing in sport inside and outside of school, have a higher skill ability and understand tactics and strategies in competitive game play situations.

SCKT 4 Squad Size Schools are permitted to enter a minimum of 8 competitors and a maximum of 10 competitors per gender.

SCKT 4.1 Boroughs are permitted to bring all 10 competitors entered to the event on the day however only 8 will be able to play per match.

SCKT 5 Kit & Equipment

SCKT 5.1 Wooden Dynamos Cricket bats will be provided.

SCKT 5.1.1 Participants can bring their own wooden bats should they wish to.

SCKT 5.2 Balls will be provided.

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SCKT 5.3 Wicket keeping gloves are optional.

SCKT 5.4 Pads are not permitted.

SCKT 6 Competition Format Dependant on entry numbers - the format will start as round robin groups drawn randomly. If team numbers allow, this will then progress into a knockout for places. Format to be confirmed before the day of the competition.

SCKT 6.1 The competition is 8-a-side teams with 40 balls per innings.

SCKT 6.2 Each player will bowl a set of 5 balls.

SCKT 6.3 All bowling is from one end – at the end of each over batter's switch ends.

SCKT 6.4 The pitch length is 17 yards.

SCKT 7 Batting and scoring runs

SCKT 7.1 The batting side will be divided into pairs, each pair batting for 10 balls.

SCKT 7.2 Teams may start with a minimum of 5 players.

SCKT 7.3 A batter can be bowled out, caught, run out, stumped, or hit wicket.

SCKT 7.4 Each time a batter is out, the pair swap ends and 5 runs deducted from the batting total.

SCKT 7.5 Runs are scored by hitting past (4 runs) or over (6 runs) the boundary or completing runs between the wickets.

SCKT 8 Wides and no balls

SCKT 8.1. Following a no ball, the batter will receive a free hit off the next delivery.

SCKT 8.2 2 runs will be added to the batting total for every wide or no ball bowled.

SCKT 8.3 Batters can be run out whilst trying to complete a run during a free hit. Once the free hit ball has been returned to the wicketkeeper the ball is considered 'dead' and the batters should no longer run.

SCKT 9 Bowling and fielding

SCKT 9.1 Each player on the fielding side must bowl a set of 5 balls. If teams only have 5,6 or 7 players then the coach and/or umpire will select 3 (if 5), 2 (if 6) or 1 (if 7) to bowl a second set.

SCKT 9.2 Bowling will take place from one end only and should be overarm.

SCKT 9.3 Fielders to rotate after each over. Except for the wicketkeeper no fielder may field within 10 yards of the bat.

SCKT 9.4 Byes are given if the batters miss the ball, or the ball hits part of the body and the batters run.

SCKT 9.5 No balls and wides are given if the ball is deemed un-hittable e.g., rolling, too high or too far to be hit fairly.

SCKT 10 Match Tiebreaker If a match is a tie based on runs, the team taking the most wickets will be the winner.



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SCKT 10.1 If the scores remain level then each member of both teams shall bowl one ball (overarm), the team hitting the stumps the greater number of times shall be the winner. Teams will continue through all players on the team, after which sudden death rules will apply.

SCKT 11 Overall Scoring Points will be awarded for each game to give a borough's overall score for the event.

SCKT 11.1 The following points will be awarded:

- 3 points for a win
- 0 points for a loss
- 0 points if a team does not show

SCKT 11.1.1 Group positions are ranked on:

- Overall runs scored
- Least runs conceded
- Most wickets taken
- Head-to-head results (if 2 teams)
- Toss of coin

SCKT 12 Medals & Trophies Medals and salvers will be awarded as follows:

SCKT 12.1 Overall Borough medals will be awarded to 1st, 2nd and 3rd placed teams and a salver awarded to the winner of the competition.