



**The 4th Bavaria International Championships
U9, U12 and U15 Indoor Cricket Tournaments
Munich, 6-7 March 2010**

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The Bavarian Cricket Association (Bayerischer Cricket Verband e.V.) is delighted to invite all junior cricketers in Central Europe to the 4th Bavaria Championships!

Venues **U9 (Isar Cup) and U12 (Munich Cup)**

The European School Munich (ESM), Elise-Auling-Strasse 19, 81739 Munich (www.esmunich.de), lat. 48.096709, long. 11.638918.

U-Bahn station: Therese-Giehse-Allee (U5), bus 55 (Ostbahnhof-Waldperlach) stop: Friedhof Perlach. Parking is best on or south of Putzbrunner Strasse.

Each club will be allocated a changing room, as well as one for girls only. The rooms will be clearly marked. Each club is responsible for leaving their changing room on Sunday afternoon in the same condition as they find it on Saturday morning. Please note that the viewing areas are very limited and there is no heating in the hall, so please bring warm clothing.

U12 batters and wicketkeepers must wear protective equipment, at least helmet, gloves, pads and box. Protective equipment is optional for U9s. Players must wear light-soled trainers to avoid marking the gym floor. Any players with black-soled shoes will not be allowed to play. There are no lockers at the ESM, so please leave no money or valuables in the changing rooms.

U15 (Bavaria Cup)

The European Patent Office (EPO), Max-Friedlaender-Bogen 6, 80339 Munich.

The 18 and 19 trams stop nearby at Holzapfelstrasse. The S-Bahn station Hackerbrücke is a five-minute walk, and the U-Bahn (U5) station Schwanthalerhöhe is about 10 minutes walk. Parking is possible, but fairly limited in this area. Please note that from 1 Jan 2009 Munich implemented an environment zone which means all cars (including foreign ones) in the city centre must have an emission sticker. Please see here for details on how to get one:
www.muenchen.de/Rathaus/tourist_office/service/249986/Emissions_Stickers.html

The entrance is down a metal staircase off Max-Friedlaender-Bogen. The doors must remain closed for security reasons. All participants must remain in the area around the hall and may not go into the rest of the building.

U15 batters and wicketkeepers must wear protective equipment, at least helmet, gloves, pads and box. Players must wear light-soled trainers to avoid marking the gym floor. Any players with black-soled shoes will not be allowed to play. A €1 coin is needed to use the lockers at the EPO. The coin is returned after use.

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- Times** 09.00-17.00 on Saturday 6 March, and 09.00-14.00 on Sunday 7 March.
- Format** Round-robin tournaments with final placings are determined by group standings.
- Contact** Mike Kwan, mkwan@t-online.de
- Eligibility** U9s should be born after 1 Sept 2000 and not later than 31 Dec 2003.
U12s should be born after 1 Sept 1997 and not later than 31 Dec 2000.
U15s should be born after 1 Sept 1994 and not later than 31 Dec 1997.
- Ability may also be taken into account, particularly in the U9 section. This is mainly for beginners, so is open to children older than 9.
- Over 15s are invited to take part in the Tegernsee Indoor Tournament on the same weekend. Please contact peter_stiff@hotmail.com
- Lunch** As in previous years, we hope that lunch and snacks will be provided on Saturday free of charge. There are also vending machines at the EPO hall (U15s).
- Accommodation** Near to ESM: Mercure Hotel München Neuperlach Süd (4-star), Rudolf-Vogel-Bogen 3, 81739 München (from €69/room online booking) Two children under 15 free with parents! www.mercure.com
- Youth hostels** There are two IYHF youth hostels in Munich. You can use the Deutscher Cricket Bund group membership should you wish to stay there:
Thalkirchen: www.jugendherberge.de/jh/bayern/muenchen-thalkirchen
Neuhausen: www.jugendherberge.de/jh/bayern/muenchen-neuhausen
- Central accommodation on the U5 metro line:** There is a lot in the centre of town, e.g. see www.hrs.com for hotels and www.gomio.com for backpacker hostels.
- Munich info** www.muenchen.de/home/60093/Homepage.html (Munich city English website)
www.mvv-muenchen.de/en/index.html (Munich local transport English website)
www.toytowngermany.com/munich (Munich English-language community)
- Dinners** Gill usually books tables in traditional pubs in the centre of Munich on both Friday and Saturday evening. Everyone is invited, but please let Gill or Mike know if a big group of you will join so that she can increase the reservation.

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**The Isar (U9) Cup
Venue: European School Munich (ESM)**

Playing schedule

The schedule will be finalised when we know how many teams are coming. The schedule below assumes four U9 teams, playing each other 4 times with 6-overs per innings.

In order to maintain the schedule, coaches should fill in the scoresheets with batting and bowling order in good time and make sure their players are ready to go. The first-mentioned team bats first. The Vienna teams are scheduled later to allow them time to reach Munich from Tegernsee.

The Isar Cup (U9s)

	Game no.	Saturday 7 March	Game no.	Sunday 8 March
08.45		Warm-up		
09.00	1	1 v 2	17	3 v 1
09.30	2	3 v 4	18	4 v 2
10.00	3	4 v 1	19	2 v 1
10.30	4	2 v 3	20	4 v 3
11.00	5	3 v 1	21	1 v 4
11.30	6	4 v 2	22	3 v 2
12.00	7	2 v 1	23	1 v 3
12.30	8	4 v 3	24	2 v 4
13.00	9	1 v 4		prizegiving
13.30	10	3 v 2		
14.00	11	1 v 3		
14.30	12	2 v 4		
15.00	13	1 v 2		
15.30	14	3 v 4		
16.00	15	4 v 1		
16.30	16	2 v 3		
17.00		stumps		

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**Guidance notes for umpires and scorers at the ESM, i.e. U9s and U12s only
(NB: there are different rules for the U15s at the EPO)**

The rules for indoor cricket are complicated enough as it is, and even more so for juniors, so here's some explanation of our thinking.

Coaching

The children should learn at the tournament, so especially with the U9s, umpires can give them the odd hint about straight arm bowling, backing up, running the bat home, running on the right (not across the other batsman or directly at the wicket) etc.

Otherwise please let the children get on with it themselves, and parents and coaches are requested not to interfere while play is in progress.

Scores

Umpires and scorers are positioned close to each other, so should confirm the score from each ball. We'll print off cricket scoring notation to help you.

No ball

- Foot fault: Please warn about foot faults before calling them. Especially in the U9s, allow the smaller ones to bowl from further (e.g. $\frac{3}{4}$) down the pitch if they can't pitch it far enough.
- Above shoulder height after pitching, and waist from full toss
- Ball bounces more than twice or rolls along the ground

Three "dot ball" rule

This is only for the U9s and is to avoid a child getting stuck down one end the whole over, and to show them that it's almost always possible to sneak a run if you tip and run. Please use your discretion. If you think there's no way they can make it (e.g. too young, small, slow), then don't call it.

Wide

Wides are boring. The kids should hit the ball and run, so we have free hits. All wides on a free hit are one run only (no four or six on back wall). Only one swing of the bat allowed. Non-striker can back up four metres. Fielders must stay in their position from the original wide ball and may not move until the ball is struck. If they move, it's a dead ball with two bonus runs to the batters and repeat the free hit. If a bowler is continually bowling wides, you can pull him/her off, or make wides two runs to save time.

Roofed out

This year we'll be strict. The roof and anything attached to it is out. Anything on the side walls above the bottom line of the windows is also out.

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Isar Cup (U9) playing regulations

1. Laws

The Laws of Cricket 2000 Code 2nd Edition – 2003 shall apply except when varied below:

- (a) Teams shall consist of six players each. The names of the six players shall be entered in the batting and bowling areas of the scoresheet before the commencement of the match. In the event of a player sustaining a serious injury, or is taken ill, then an eligible substitute may bat, bowl and field.
- (b) Each match shall consist of one innings per team. Each innings shall consist of a maximum of six six-ball overs. Each player may bowl a maximum of one over. All overs will be bowled from the same wicket. Batsmen will change ends at the end of each over.
- (c) The batting team consists of three batting pairs. Each pair of batters bats for a maximum of 2 overs. Each time a batter is out, five bonus runs are added to the fielding side's score, and the batters change ends.
- (d) Each innings must be completed within twelve minutes with a maximum of a five-minute interval between innings.
- (e) An orange windball will be used for each match. Protective equipment is optional.
- (f) The pitch will be 18 yards (16.46 metres) in length.
- (g) A No ball shall be called if the ball rises and passes or would have passed above shoulder height of the batter standing upright at the crease.
- (h) The batters must attempt a run after three "dot" balls. The umpires will signal this by imitating a running motion. They do not have to run, and they cannot be run out, if this ball (i.e. the 4th ball) is a no ball or wide.
- (i) Law 25.1 Wide Ball - Judging a Wide: Umpires are requested to apply a consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket, especially on the leg side. Umpires should try and be consistent in their own interpretation, with the interpretation of their colleagues, and with the interpretation adopted throughout the whole championships.

2. Methods of dismissal

Apart from the normal methods of dismissal contained in the Laws of Cricket 2000 Code 2nd Edition 2003, the following variations shall apply:

(a) Caught

A catch will be valid even though the ball may hit a side wall or the wall behind the wicket-keeper. If the ball first hits the side wall and then goes on to hit the wall behind the bowler the catch will still be valid. A catch is not valid if the ball is hit directly onto the boundary wall behind the bowler.

The batter shall be out caught if the fielder completes the catch even though he may be in contact with the side wall or the wall behind the wicket-keeper when he does so. (Note: This does not apply to the boundary wall behind the bowler.)

In BOTH the above cases: No runs shall be scored

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(b) Roofed

The batter can be out “roofed” only from a fair delivery. The batter shall be out “roofed” if, after making contact with the batter’s person or bat, the ball hits the ceiling, or any apparatus attached to the ceiling. If the batter is given out “roofed”, no runs shall be scored.

(c) Other

- (i) The batter or the non-striker shall be given not out if the ball rebounds from a wall and hits a wicket without being touched by a fielder.
- (ii) The batter shall be given not out if the ball rebounds off a fielder and hits a wall considered part of the “roofed” area. In this instance, the umpire shall signal dead ball and credit the batter with one run.
- (iii) LBW will only be given if the batter deliberately blocks the ball with his/her body.

3. Scoring of runs

- (a) A ball struck to hit the boundary wall behind the bowler without touching the floor or any other wall shall count as boundary 6 runs. However, if the ball touches the floor, but does not touch any of the other walls and hits the boundary wall then it shall count as boundary 4 runs.
- (b) A boundary will not be scored if a fielder is in contact with the boundary wall and the ball at the same time. However, the ball is still in play and runs can be scored by the batsmen running.
- (c) A ball struck to hit one or more of a side or back walls shall count as 1 run. If the ball subsequently hits the boundary wall a boundary will not be scored, however, the ball remains in play and runs can be scored by the batsmen running. Two additional runs shall be scored if the batsmen complete a run. If the ball is struck to hit a side or back wall and a batter is then run out, 1 run shall be scored.
- (d) Two runs shall be scored if the striker plays the ball, which does not hit a wall, and the batsmen complete a run.
- (e) 1 bye shall count as 1 run if the ball hits a wall (including the boundary wall); a leg bye shall count as 1 run if the ball hits a wall (including the boundary wall). In each case of the batsmen completing a run, 2 additional runs shall be scored.
- (f) 2 byes or 2 leg byes shall be scored if the batsmen complete a run without the ball hitting a wall.
- (g) No ball
 - (i) Umpires are requested to explain front foot No balls before calling them.
 - (ii) The penalty for a No ball shall be 2 runs, and these are added to any additional runs that the batsmen score. There will **not** be an extra ball to compensate for any No ball bowled.
- (h) Wide
 - (i) Free hit
The penalty for a Wide ball shall be a free hit from a tee placed on middle stump line in front of the batter’s crease. The batter may only swing the bat once and the hit must go forward. The fielders must return to their fielding positions from the original Wide ball. Should the fielders move before the free hit is struck, the umpire shall call dead ball, award the batting side 2 runs and repeat the free hit.

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The non-striker may back up to a maximum of 4 metres. The batters can only be out run out from a free hit. Each wall (including the boundary wall) touched from the free hit scores one run only. Only the runs scored from the free hit shall be added to the total.

- (ii) Alternatively to (i), if the tournament is running behind schedule, the Tournament Director or umpires may decide that the penalty for a Wide ball shall be 2 runs. In this case, there will **not** be an extra ball or free hit to compensate for any Wide bowled. If a Wide ball is called, the batters do not run, and the ball goes on to hit a wall, a total of 3 runs shall be credited to the batters. 2 additional runs will be credited for every run completed by the batters.
- (i) An overthrow hitting the roofed area, any wall or walls shall count as another run to the batters. Additional overthrows can ensue from each additional throw which goes on to hit a wall or walls (the batsmen shall not change ends, except in running).
- (j) If the ball enters the spectator area, or the ball becomes lodged in netting or in any obstacle, then the umpire shall call and signal "dead ball" and award one run for touching the wall and, if applicable, 2 runs for a run in progress.

Scoring chart			
Wicket	Dot ball to batters with 5 penalty runs added to fielding side's batting score		
Completed run	No wall touched	2 runs	Overthrows = 1 extra run for each wall hit
	Wall touched	3 runs	
Boundary wall direct hit	Floor touched	4 runs	
	Floor not touched	6 runs	
Scoring of extras		No running	Completed run
Free hit (no boundary wall)	No wall touched	No score	2 runs
	Any wall touched	1 run	3 runs
	Fielder moves	2 runs & repeat free hit	
Wide (if no free hit)	No wall touched	2 runs	4 runs
	Any wall touched	3 runs	5 runs
No ball	No wall touched	2 runs	4 runs
	Any wall touched	3 runs	5 runs
Bye & leg bye	No wall touched	No score	2 runs
	Any wall touched	1 run	3 runs

4. Result

The following points shall be awarded: Win - 8 points; Loss - 0 points; scores level, including a tie - 4 points. Additionally, the following bonus points shall be awarded:

U9s	Batting	Bowling
1 bonus point	40 runs	2 wickets
2 bonus points	70 runs	4 wickets
3 bonus points	100 runs	6 wickets

The team with the most points from all matches shall be the winner. In the event of teams finishing level on points, the placings will be decided by a bowl-out as determined by the Tournament Director. The winner of the U9 tournament will receive The Isar Cup. The cup may be retained by the winners until the 2011 Bavaria Championships.



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Game no. _____ Isar (U9) Cup 2010 Scoresheet

Batting team:	Batting pair	1	2	3	4	5	6	Over total	Pair total	Bowling team:	Bowler	Wkts	
	1												
	2												
	3												
	4												
	5												
	6												
	Bonus runs (5 for each wicket taken)												
								Total		Total			

Scoring chart			
Wicket (W)	Dot ball to batters with 5 bonus runs added to fielding side's batting score		
Completed run	No wall touched	2 runs	
	Wall touched	3 runs	
Boundary wall direct hit	Floor touched	4 runs	
	Floor not touched	6 runs	
Scoring of extras		No running	Completed run
Free hit (+) (no boundary wall)	No wall touched	No score	2 runs
	Any wall touched	1 run	3 runs
Wide (if no free hit) (+)	No wall touched	2 runs	4 runs
	Any wall touched	3 runs	5 runs
No ball (O)	No wall touched	2 runs	4 runs
	Any wall touched	3 runs	5 runs
Bye (Δ) & leg bye (∇)	No wall touched	No score	2 runs
	Any wall touched	1 run	3 runs

Batting team:	Batting pair	1	2	3	4	5	6	Over total	Pair total	Bowling team:	Bowler	Wkts	
	1												
	2												
	3												
	4												
	5												
	6												
	Bonus runs (5 for each wicket taken)												
								Total		Total			

Team:					Points Win = 8 points, Loss = 0 points, Tie = 4 points
Bowling pts	+ Batting pts	+ Win/loss pts	= Total		
Team:					Bonus points 1 bowling for 2 wkts, 1 batting for 40 2 bowling for 4 wkts, 2 batting for 70 3 bowling for 6 wkts, 3 batting for 100
Bowling pts	+ Batting pts	+ Win/loss pts	= Total		

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**The Munich Cup (U12s)
Venue: European School Munich (ESM)**

Provisional schedule

The schedules will be finalised when we know how many teams are coming. This schedule assumes 5 teams with 8 over-over innings. All-play-all on Saturday, with play-offs on Sunday. In order to maintain the schedule, coaches should fill in the scoresheets with batting and bowling order in good time and make sure their players are ready to go. The first-mentioned team bats first.

The Munich Cup (U12s)

	Game no.	Saturday 7 March (all-play-all group)	Game no.	Sunday 8 March (play-offs based on placings from Saturday)
08.45		Warm-up		
09.00	1	1 v 2	16	3 v 2
09.50	2	3 v 4	17	5 v 4
10.40	3	5 v 1	18	1 v 3
11.30	4	2 v 3	19	4 v 5
12.20	5	4 v 5	20	2 v 1
13.10	6	1 v 3	21	prizegiving
14.00	7	5 v 2	22	
14.50	8	4 v 1	23	
15.40	9	3 v 5	24	
16.30	10	2 v 4		
17.20		stumps		

Munich Cup (U12) playing regulations

1. Laws

The Laws of Cricket 2000 Code 2nd Edition – 2003 shall apply except when varied below:

- (a) Teams shall consist of six players each. The names of the six players shall be entered in the batting and bowling areas of the scoresheet before the commencement of the match. In the event of a player sustaining a serious injury, or is taken ill, then an eligible substitute may bat, bowl and field.
- (b) Each match shall consist of one innings per team. Each innings shall consist of a maximum of eight six-ball overs. Each player may bowl a maximum of two overs. All overs will be bowled from the same wicket. Batsmen will change ends at the end of each over.
- (c) Two batters shall be at the wicket at all times during an innings. The innings will be complete when the fifth wicket falls. When a batter reaches a personal total of 15, he/she shall retire, but may return to the crease in the event of his side being dismissed within the 8 overs. Retired batters must return in the order of their retirement and take the place of dismissed or retiring batter. If, on resumption, the batter scores a further 15 runs (30) he/she will, once again, retire before resuming again in sequence. The final two batters may continue batting, despite passing 15 runs, until the final wicket falls or the innings is completed. No batter is allowed to retire voluntarily unless through injury or illness.
- (d) Each innings must be completed within 22 minutes with a maximum of a five-minute interval between innings.

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- (e) A junior Incrediball or Softaball will be used for each match. Batsmen must wear protective gear (at least helmet, gloves, pads and box). The wicket-keeper must wear at least protective gloves, but may only stand up to the stumps if wearing at least helmet, gloves, pads and box. Except for the wicket-keeper, all fielders must be at least 8 metres from the striker's middle stump as the ball is delivered.
- (f) U12s: The pitch will be 20 yards (18.29 metres) in length
- (g) A No ball shall be called if the ball rises and passes or would have passed above shoulder height of the batter standing upright at the crease.
- (h) Law 25.1 Wide Ball - Judging a Wide: Umpires are instructed to apply a consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket, especially on the leg side. Umpires should try and be consistent in their own interpretation, with the interpretation of their colleagues, and with the interpretation adopted throughout the whole championships.

2. Methods of dismissal

Apart from the normal methods of dismissal contained in the Laws of Cricket 2000 Code 2nd Edition 2003, the following variations shall apply:

(a) Caught

A catch will be valid even though the ball may hit a side wall or the wall behind the wicket-keeper. If the ball first hits the side wall and then goes on to hit the wall behind the bowler the catch will still be valid. A catch is not valid if the ball is hit directly onto the boundary wall behind the bowler.

The batter shall be out caught if the fielder completes the catch even though he may be in contact with the side wall or the wall behind the wicket-keeper when he does so. (Note: This does not apply to the boundary wall behind the bowler.)

In BOTH the above cases: No runs shall be scored

(b) Roofed

The batter can be out "roofed" only from a fair delivery. The batter shall be out "roofed" if, after making contact with the batter's person or bat, the ball hits the ceiling, or any apparatus attached to the ceiling. If the batter is given out "roofed", no runs shall be scored.

(c) Other

- (i) The batter or the non-striker shall be given not out if the ball rebounds from a wall and hits a wicket without being touched by a fielder.
- (ii) The batter shall be given not out if the ball rebounds off a fielder and hits a wall considered part of the "roofed" area. In this instance, the umpire shall signal dead ball and credit the batter with one run.
- (iii) LBW will only be given if the batter deliberately blocks the ball with his/her body.

3. Scoring of runs

- (a) A ball struck to hit the boundary wall behind the bowler without touching the floor or any other wall shall count as boundary 6 runs. However, if the ball touches the floor, but does not touch any of the other walls and hits the boundary wall then it shall count as boundary 4 runs.
- (b) A boundary will not be scored if a fielder is in contact with the boundary wall and the ball at the same time. However, the ball is still in play and runs can be scored by the batsmen running.

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- (c) A ball struck to hit one or more of a side or back walls shall count as 1 run. If the ball subsequently hits the boundary wall a boundary will **not** be scored, however, the ball remains in play and runs can be scored by the batsmen running. Two additional runs shall be scored if the batsmen complete a run. If the ball is struck to hit a side or back wall and a batter is then run out, 1 run shall be scored.
- (d) Two runs shall be scored if the striker plays the ball, which does not hit a wall, and the batsmen complete a run.
- (e) 1 bye shall count as 1 run if the ball hits a wall (including the boundary wall); a leg bye shall count as 1 run if the ball hits a wall (including the boundary wall). In each case of the batsmen completing a run, 2 additional runs shall be scored.
- (f) 2 byes or 2 leg byes shall be scored if the batsmen complete a run without the ball hitting a wall.
- (g) No ball
- i. The penalty for a No ball shall be 2 no balls, and these are added to any additional runs that the batsmen score (see items (ii) and (iii) below). There will **not** be an extra ball to compensate for any No ball bowled.
 - ii. From a No ball not struck by the striker, any additional runs will be added to the 2 penalty runs. If the batsmen do not run and the ball does not touch a wall, then the No ball penalty shall be credited as 2 no balls.
 - iii. From a No ball struck by the striker, the 2 runs for the No ball will be recorded as no balls, and any additional runs scored by the batsmen in running (or a boundary) will be credited to the striker's score.
- (k) Wide
- (i) Free hit
- The penalty for a Wide ball shall be a free hit from a tee placed on middle stump line in front of the batter's crease. The batter may only swing the bat once and the hit must go forward. The fielders must return to their fielding positions from the original Wide ball. Should the fielders move before the free hit is struck, the umpire shall call dead ball, award the batting side 2 runs and repeat the free hit.
- The non-striker may back up to a maximum of 4 metres. The batters can only be out run out from a free hit. Each wall (including the boundary wall) touched from the free hit scores one run only. Only the runs scored from the free hit shall be added to the total.
- (ii) Alternatively to (i), if the tournament is running behind schedule, the Tournament Director or umpires may decide that the penalty for a Wide ball shall be 2 runs. In this case, there will **not** be an extra ball or free hit to compensate for any Wide bowled. If a Wide ball is called, the batters do not run, and the ball goes on to hit a wall, a total of 3 runs shall be credited to the batters. 2 additional runs will be credited for every run completed by the batters.
- (h) An overthrow hitting the roofed area, any wall or walls shall count as another run to the batters. Additional overthrows can ensue from each additional throw which goes on to hit a wall or walls (the batsmen shall not change ends, except in running).
- (i) If the ball enters the spectator area, or the ball becomes lodged in netting or in any obstacle, then the umpire shall call and signal "dead ball" and award one run for touching the wall and, if applicable, 2 runs for a run in progress.

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Scoring chart			
Completed run	No wall touched	2 runs	Overthrows = 1 extra run for each wall hit
	Wall touched	3 runs	
Boundary wall direct hit	Floor touched	4 runs	
	Floor not touched	6 runs	
Scoring of extras		No running	Completed run
Wide	No wall touched	2 wides	4 wides
	Any wall touched	3 wides	5 wides
No ball	No wall touched	2 no balls	2 to striker + 2 no balls
	Any wall touched	3 no balls (or 1+2 if hit)	3 to striker + 2 no balls
Bye & leg bye	No wall touched	No score	2 byes/leg byes
	Any wall touched	1 bye/leg bye	3 byes/leg byes

4. Result

The following points shall be awarded: Win - 8 points; Loss - 0 points; scores level, including a tie - 4 points. Additionally, the following bonus points shall be awarded:

U12s	Batting	Bowling
1 bonus point	80 runs	2 wickets
2 bonus points	100 runs	4 wickets
3 bonus points	120 runs	5 wickets

The team with the most points from all matches shall be the winner. In the event of teams finishing level on points, the placings will be decided by a bowl-out as determined by the Tournament Director. The winner of the U12 tournament will receive The Munich Cup. The cup may be retained by the winners until the 2011 Bavaria Championships.

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**The Bavaria Cup (U15s)
Venue: European Patent Office**

Provisional schedule

The schedules will be finalised when we know how many teams are coming. We might split the hall into three, or keep it as one. The schedule below assumes three halls and 6 teams, with 12-overs per innings. All-play-all group on Saturday, with play-offs on Sunday. In order to maintain the schedule, coaches should fill in the scoresheets with batting and bowling order in good time and make sure their players are ready to go. The first-mentioned team bats first.

Hall one

	Saturday 6 March (all-play-all)	Sunday 7 March (based on placings from Sat)
08.45	Warm-up	
09.00	1 v 2	6 v 4
10.30	3 v 1	2 v 3
12.00	2 v 3	2 v 1
13.30	lunch	prizegiving
14.00	4 v 2	
15.30	6 v 2	
17.00	stumps	

Hall two

	Saturday 6 March (all-play-all)	Sunday 7 March (based on placings from Sat)
08.45	Warm-up	
09.00	3 v 4	5 v 2
10.30	2 v 5	6 v 5
12.00	4 v 5	3 v 6
13.30	lunch	prizegiving
14.00	3 v 6	
15.30	1 v 4	
17.00	stumps	

Hall three

	Saturday 6 March (all-play-all)	Sunday 7 March (based on placings from Sat)
08.45	Warm-up	
09.00	5 v 6	4 v 1
10.30	6 v 4	1 v 3
12.00	6 v 1	5 v 4
13.30	lunch	prizegiving
14.00	5 v 1	
15.30	5 v 3	
17.00	stumps	

**The 4th Bavaria International Championships
U9, U12 and U15 Indoor Cricket Tournaments
Munich, 6-7 March 2010**

Bavaria Cup (U15) playing regulations

5. Laws

The Laws of Cricket 2000 Code 2nd Edition – 2003 shall apply except when varied below:

- (i) Teams shall consist of six players each. The names of the six players shall be entered in the batting and bowling areas of the scoresheet before the commencement of the match. In the event of a player sustaining a serious injury, or is taken ill, then an eligible substitute may bat, bowl and field.
- (j) Each match shall consist of one innings per team. Each innings shall consist of a maximum of twelve six-ball overs. Each player may bowl a maximum of three overs. All overs will be bowled from the same wicket. Batsmen will change ends at the end of each over.
- (k) Two batters shall be at the wicket at all times during an innings. The innings will be complete when the fifth wicket falls. When a batter reaches a personal total of 20, he/she shall retire, but may return to the crease in the event of his side being dismissed within the 12 overs. Retired batters must return in the order of their retirement and take the place of dismissed or retiring batter. If, on resumption, the batter scores a further 20 runs (40) he/she will, once again, retire before resuming again in sequence. The final two batters may continue batting, despite passing 20 runs, until the final wicket falls or the innings is completed. No batter is allowed to retire voluntarily unless through injury or illness.
- (l) Each innings must be completed within forty minutes with a maximum of a five-minute interval between innings.
- (m) A junior Incrediball or Softaball will be used for each match. Batsmen must wear protective gear (at least helmet, gloves, pads and box). The wicket-keeper must wear at least protective gloves, but may only stand up to the stumps if wearing at least helmet, gloves, pads and box. Except for the wicket-keeper, all fielders must be at least 8 metres from the striker's middle stump as the ball is delivered.
- (n) The pitch will be 22 yards (20.12 metres) in length.
- (o) A No ball shall be called if the ball rises and passes or would have passed above shoulder height of the batter standing upright at the crease.
- (p) Law 25.1 Wide Ball - Judging a Wide: Umpires are instructed to apply a consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket, especially on the leg side. Umpires should try and be consistent in their own interpretation, with the interpretation of their colleagues, and with the interpretation adopted throughout the whole championships.

6. Methods of dismissal

Apart from the normal methods of dismissal contained in the Laws of Cricket 2000 Code 2nd Edition 2003, the following variations shall apply:

Caught

- (a) A catch will be valid even though the ball may hit a side wall or the wall behind the wicket-keeper. If the ball first hits the side wall and then goes on to hit the wall behind the bowler the catch will still be valid. A catch is not valid if the ball is hit directly onto the boundary wall behind the bowler.

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- (b) The batter shall be out caught if the fielder completes the catch even though he may be in contact with the side wall or the wall behind the wicket-keeper when he does so. (Note: This does not apply to the boundary wall behind the bowler.)

In BOTH the above cases: No runs shall be scored

7. Scoring of runs

- (j) A ball struck to hit the boundary wall behind the bowler without touching the floor or any other wall shall count as boundary 6 runs. However, if the ball touches the floor, but does not touch any of the other walls and hits the boundary wall then it shall count as boundary 4 runs.
- (k) A boundary will not be scored if a fielder is in contact with the boundary wall and the ball at the same time. However, the ball is still in play and runs can be scored by the batsmen running.
- (l) A ball struck to hit one or more of a side or back walls shall count as 1 run. If the ball subsequently hits the boundary wall a boundary will **not** be scored, however, the ball remains in play and runs can be scored by the batsmen running. Two additional runs shall be scored if the batsmen complete a run. If the ball is struck to hit a side or back wall and a batter is then run out, 1 run shall be scored.
- (m) Two runs shall be scored if the striker plays the ball, which does not hit a wall, and the batsmen complete a run.
- (n) 1 bye shall count as 1 run if the ball hits a wall (including the boundary wall); a leg bye shall count as 1 run if the ball hits a wall (including the boundary wall). In each case of the batsmen completing a run, 2 additional runs shall be scored.
- (o) 2 byes or 2 leg byes shall be scored if the batsmen complete a run without the ball hitting a wall.
- (p) No ball
- iv. The penalty for a No ball shall be 2 no balls, and these are added to any additional runs that the batsmen score (see items (ii) and (iii) below). There will **not** be an extra ball to compensate for any No ball bowled.
 - v. From a No ball not struck by the striker, any additional runs will be added to the 2 penalty runs. If the batsmen do not run and the ball does not touch a wall, then the No ball penalty shall be credited as 2 no balls.
 - vi. From a No ball struck by the striker, the 2 runs for the No ball will be recorded as no balls, and any additional runs scored by the batsmen in running (or a boundary) will be credited to the striker's score.
- (q) Wide
- The penalty for a Wide ball shall be 2 wides. In this case, there will **not** be an extra ball to compensate for any Wide bowled. If a Wide ball is called, the batters do not run, and the ball goes on to hit a wall, a total of 3 wides shall be scored. 2 additional wides will be credited for every run completed by the batters. However, in the last over of an innings, wides shall be 2 runs and an extra ball will be bowled.
- (r) An overthrow hitting the roofed area, any wall or walls shall count as another run to the batters. Additional overthrows can ensue from each additional throw which goes on to hit a wall or walls (the batsmen shall not change ends, except in running).
- (s) If the ball enters the spectator area, or the ball becomes lodged in netting or in any obstacle, then the umpire shall call and signal "dead ball" and award one run for touching the wall and, if applicable, 2 runs for a run in progress.

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Scoring chart			
Completed run	No wall touched	2 runs	Overthrows = 1 extra run for each wall hit
	Wall touched	3 runs	
Boundary wall direct hit	Floor touched	4 runs	
	Floor not touched	6 runs	
Scoring of extras		No running	Completed run
Wide	No wall touched	2 wides	4 wides
	Any wall touched	3 wides	5 wides
No ball	No wall touched	2 no balls	2 to striker + 2 no balls
	Any wall touched	3 no balls (or 1+2 if hit)	3 to striker + 2 no balls
Bye & leg bye	No wall touched	No score	2 byes/leg byes
	Any wall touched	1 bye/leg bye	3 byes/leg byes

8. Result

The following points shall be awarded: Win - 8 points; Loss - 0 points; scores level, including a tie - 4 points. Additionally, the following bonus points shall be awarded:

U15s	Batting	Bowling
1 bonus point	100 runs	2 wickets
2 bonus points	130 runs	4 wickets
3 bonus points	160 runs	5 wickets

The team with the most points from all matches shall be the winner. In the event of teams finishing level on points, the placings will be decided by a bowl-out as determined by the Tournament Director.

The winner of the U15 tournament will receive The Bavaria Cup. The cup may be retained by the winners until the 2011 Bavaria Championships.