



# FIVES AND HERONIANS COLTS SECTION

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**PARENTS' GUIDE TO  
CRICKET**



# FIVES AND HERONIANS COLTS SECTION

Whilst many of you may have personal experience of the game of cricket, we know that some parents may not have had the same opportunities to experience the game in the way that our children have! We hope this guide will help you to understand the basics of the game and to help you and your child/children to enjoy Cricket.

Fives and Heronians prides itself on its family atmosphere and we encourage everyone to get involved with running the Club. The Club pays for qualified coaches to train the Colts and a groundsman to maintain one of the best cricket squares in Essex but the team managers, officials and administrators are all volunteers. We welcome any suggestions of ways to improve the Club or to help others but equally, if you feel able to help in any way with any of the jobs that keep the Club running, from umpiring to watering the hanging baskets, please feel free to volunteer!

If you require any further information, please feel free to contact either myself or any of the other coaches or officials.

I hope you enjoy the game!

Mark Sayers  
Fives and Heronians Colts Chairman



2017 award winners with Essex & England Lions' Jamie Porter

With apologies...

You have two sides, one out in the field and one in.

Each man that's in the side that's in goes out, and when he's out he comes in and the next man goes in until he's out.

When they are all out, the side that's out comes in and the side that has been in goes out and tries to get those coming in, out.

Sometimes you get men still in and not out.

When a man goes out to go in, the men who are out try to get him out, and when he is out he goes in and the next man in goes out and goes in.

There are two men called umpires who stay out all the time and they decide when the men who are in are out.

When both sides have been in and all the men have been out, and both sides have been out twice after all the men have been in, including those who are not out, that is the end of the game!

# KIT REQUIRED

**For hard-ball cricket (competitive cricket from U11's) full protective equipment will be required.**

**BOX PROTECTOR** - perhaps the most important piece of equipment and certainly the first that should be on the shopping list - whilst most players are willing to lend/borrow some items this is the one item which is best to have your own! These are usually called abdo protectors for female players.

**HELMET** - As you'd imagine this protects their head. This should also be fitted with a grill to protect their face (often adjustable). Care should be taken to check that a junior sized ball cannot fit between the peak of the helmet and the top rail of the grill.

**PADS** - most obviously the mattresses strapped to a batsman's legs. Too small will not offer appropriate protection, however too large will restrict movement. It is also possible to purchase thigh pads for additional protection higher up the leg - these are not essential but may be preferred if facing faster bowlers or if an individual is less confident.



**BATTING GLOVES** - As with all protective equipment it is vital that these fit comfortably. All cricket gloves make a player's hands look ridiculously big but the batsman must be able to comfortably control their bat whilst wearing their gloves!



**WHITES** - For competitive matches predominantly white cricket clothing is required. For training sessions whites or training kit is fine! Fives branded kit is available through [tylers-sportswear.co.uk](http://tylers-sportswear.co.uk).



**SPIKES OR TRAINERS** - As a start standard trainers are perfectly acceptable. As a player progresses they may prefer cricketing spikes which offer greater protection around the foot and spikes which can assist with grip.



**WICKET KEEPING** - There is only one keeper per team but keepers are special in terms of protection. Specialist pads are available which are shorter than batting pads to aid manoeuvrability but these are rarely used in Colts cricket. Specialist gloves are however essential to protect hands from fast bowling and hopefully to make catching easier!

# THE SPIRIT OF THE GAME

Cricket has many Laws (no rules). Perhaps the most important element of the game is contained in the preamble to the Laws:

It is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game.

Any action which is seen to abuse this Spirit causes injury to the game itself. The major responsibility for ensuring the Spirit of fair play rests with the captains.

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

The Spirit of the Game involves RESPECT for:

Your opponents

Your own captain and team

The role of the umpires

The game and its traditional values

It is against the Spirit of the Game:

To dispute an umpire's decision by word, action or gesture

To direct abusive language towards an opponent or an umpire

To indulge in cheating or any sharp practice, for instance:

(a) to appeal knowing that the batsman is not out

(b) to advance towards an umpire in an aggressive manner when appealing

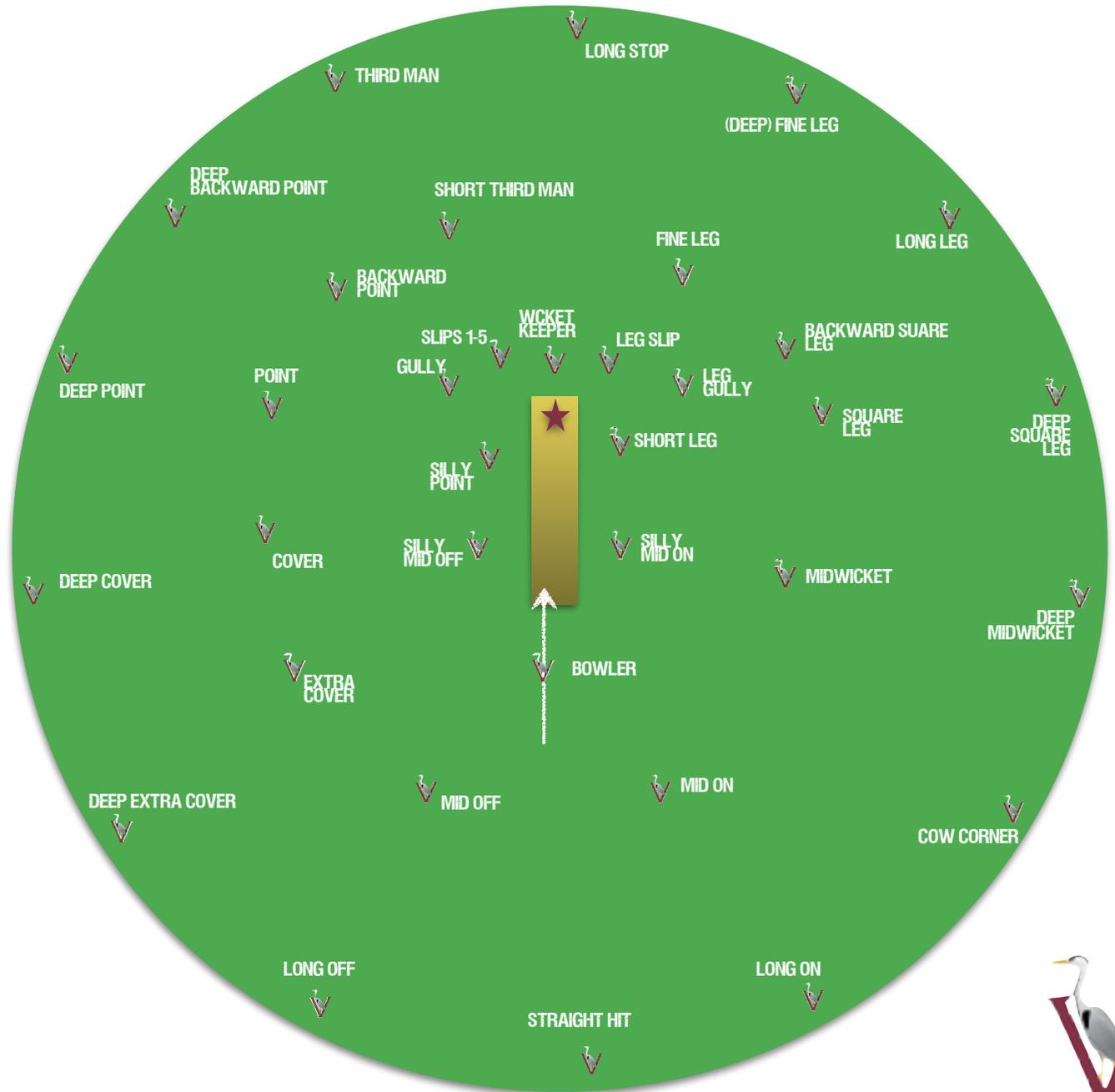
(c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

Fives expect that the Spirit of Cricket shall be shown in every aspect of the Club's organisation and therefore all members are reminded of the Club's Code of Conduct for members and guests which is available on the Club's website. Supporters are reminded of our principles of encouragement for all players, including our visitors, during matches.

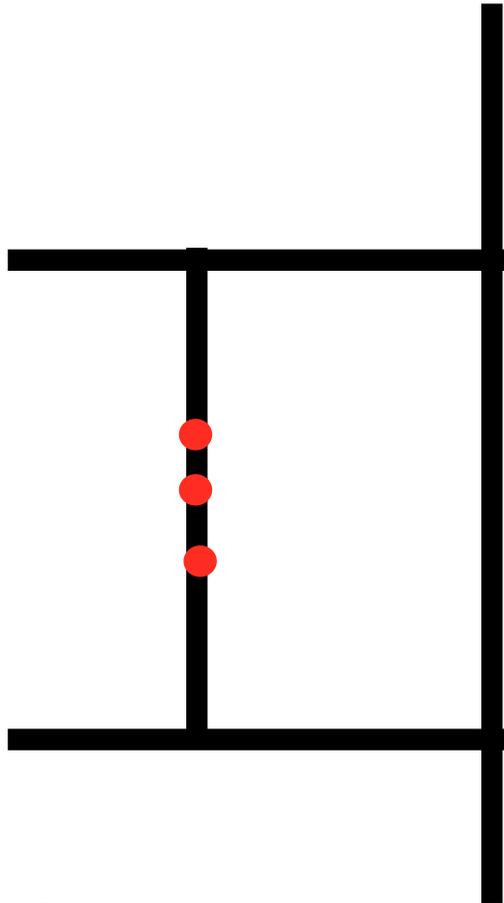


# FIELDING POSITIONS

Whilst a team only has 11 players, the fielders can position themselves around the field as they like. All sides will have a wicket keeper who has a fairly set position. Beyond that, the Captain can decide where to place his players based on their knowledge of the batsman's style or the bowler they are facing. This can be subject to certain limitations set by the competition they are in - i.e. some competitions limit the number of close fielders.



# THE PITCH

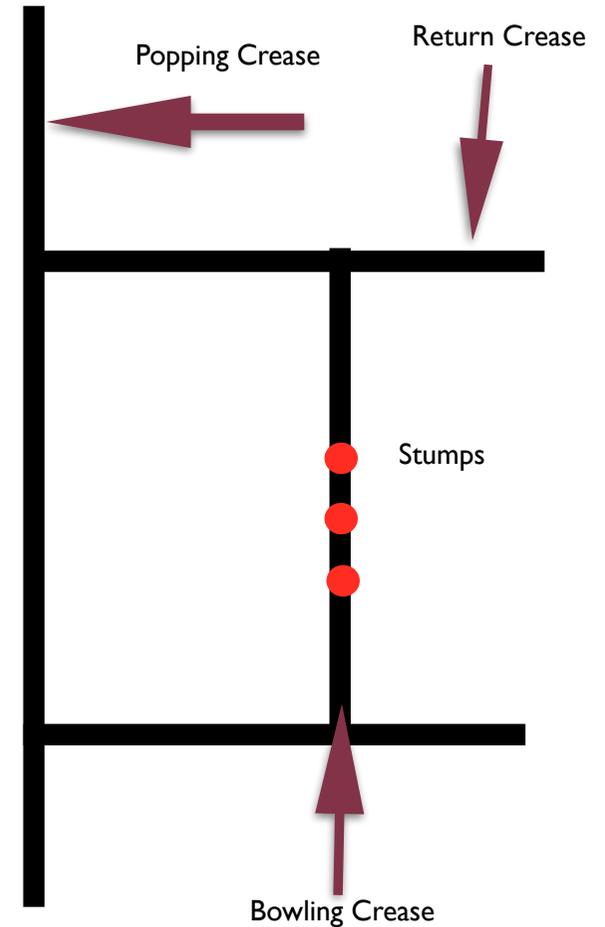


A Bowling, Return and Popping Crease is marked onto the pitch.

The Bowling Crease is the line on which the stumps are placed.

The Popping Crease is deemed to be unlimited in length and is the line which a batsman must remain inside or be considered to have reached with either his bat or foot in order to avoid being run out or stumped. The bowler must have at least part of his front foot on or behind this line when bowling to avoid a No Ball.

The Return Crease is a line at 90 degrees to the stumps and is the line within which a bowlers back foot must land to avoid giving a No Ball.



# GETTING OUT!

**A batsman can be dismissed in a variety of ways however, he can only be 'given out' if either any member of the fielding side appeals to the umpire or the batsman himself sportingly leaves the pitch.**

**BOWLED** - The ball hits the stumps causing the bails to become misplaced, providing it was not a No Ball, even if it first hits the batsman's bat or person.

**CAUGHT** - The batsman shall be out caught if a ball (other than a No Ball) touches his bat and is subsequently held by a fielder before it touches the ground.

**STUMPED** - If after any ball (except a No Ball) has been delivered the wicket is put down by the wicket keeper whilst the batsman is not in his crease.

**HIT WICKET** - If at any point after the bowler has entered his delivery stride the batsman puts down his wicket with either his bat or person.

**LB.W.** - If the ball (other than a No Ball) was to hit either the batsman's pad or any part of his person in line with the stumps and, but for the interception, the ball would have gone on to hit the stumps he would be given out LBW (Leg Before Wicket).

**OBSTRUCTING THE FIELD** - Wilfully attempting to obstruct or distract the fielding side by word or action.

**RUN OUT** - If at any time during play the batsman is 'out of his ground' when the wicket is fairly put down by a member of the fielding side.

**TIMED OUT** - A batsman must be ready to face the next ball within three minutes of the dismissal of the previous batsman in a senior game. At Colts level this is often amended to the oncoming batsmen being on the field before the outgoing batsman crosses the rope in leaving the field.

**HANDLED THE BALL** - If the batsman's hand not holding the bat is used to hit the ball (unless to avoid injury or, with permission of the fielder to return the ball to a fielder) he shall be out.

**HIT TWICE** - If at any point the batsman wilfully strikes the ball with either his bat or person except for the sole purpose of guarding his wicket.



# LENGTH OF A GAME

Cricket matches can last any length of time from less than an hour to up to 5 days! Indoor games last a maximum of one hour. Outdoor matches can vary on a number of criteria (most commonly how quickly the teams get into their positions and how much chatting goes on between balls)!

Each over consists of 6 balls and each innings is given a maximum number of overs. At u11 level this will usually be a maximum of 20 overs. U12, u13 and u15 matches depend on the regulations attached to each competition.

The timings for each match will depend on the success of each team - obviously if the side batting first get bowled out rapidly, it may not take their opposition long to reach their target. In such circumstances, depending on the nature of the match it is not unusual to carry on the innings in order to provide practice for each side. As general guide an u11 twenty over match could be expected to last for about two and a half hours (shorter if the teams are sharp and there isn't a huge gap between innings).

Colts cricket has a few differences to the senior game. Ball weight is dependent on age group as is the length of the wicket. Playing conditions are dependent on the competition. Most Colts games have a maximum score before retirement is required and bowlers are only permitted to bowl a particular number of overs in each match. It is vital that players are able to read the game - when to take risks to get runs and when to defend to stay in!



# THE UMPIRES

Whilst they are mainly there to act as coat stands for jumpers, sunglasses, caps and anything else that the bowler doesn't want or need whilst bowling, the umpires are there to judge each bowler's delivery, any appeals and to ensure that the Laws of cricket are being followed!

Umpires are always right and will always act in the interests of the game. It is worth remembering that it is up to the Captain to ensure that his side is following the Laws. The Umpires are merely there to advise! It is worth remembering that they can only give a wicket out after an appeal has been made and even then on occasion the Captain may choose to withdraw an appeal in order to comply with the Spirit of the Game!

Please remember that in Colts cricket almost all Umpires are volunteers and if it wasn't for their voluntary work then no game would be possible! If you have ever fancied enjoying the game from the middle volunteers are almost always welcome! Umpiring qualifications are required at higher levels but certainly at u11 level only a rudimentary knowledge of the game is required!



## UMPIRES SIGNALS



**WIDE BALL** The bowler has bowled the ball too far from the batsman

**NO BALL** Either the bowler or the fielding side have made an error



**OUT** The batsman has lost their wicket

**BOUNDARY SIX** The batsman has hit the ball over the boundary without it bouncing scoring six runs



**BOUNDARY FOUR** The batsman has hit the ball over the boundary after bouncing

**BYE** Runs have been scored but the ball didn't hit the bat. If the umpire raises and taps his leg it is a **LEG BYE** meaning the ball hit the batsman's leg



**SHORT RUN** The batsman did not complete a run fully

**DEAD BALL** Play has been stopped temporarily



**REVOKE LAST SIGNAL** Ignore the previous signal