



Game Development



Alexandra & Eastern Hills CA – U12 Lightning Carnival

Lightning Carnival Rules, Teams, Program and Oval Map

Sunday 8th March 2015 at Echunga Ovals

Running Sheet

8:45am	All teams and coaches report to the scorer's table for an introduction and explanation of rules
9:00am	Game 1
9:50am	Game 2
10:40am	Game 3
11:30am	Game 4
12:20pm	All teams return to scorer's table for presentations

Rules

- The matches are 8 x six-ball overs per side.
- Matches should take approximately 45 minutes to complete.
- The first named team will bat first – no toss of coin.
- Coaches (or parents) are to umpire and score the matches.
- All overs are to be bowled from the same end.
- There are 8 players on the field at one time.
- Players bat in pairs for 2 overs each – if they get out during this time they simply swap ends.
- All players will bowl one over.
- A wide is any ball that passes outside the markers. A no ball is any ball that passes above the shoulders of the batter in their normal batting stance or any ball that bounces more than twice. Wides and no balls are not re-bowled however two runs are added to the score.
- Fielders should rotate around the field one position each over, ensuring that all players get to bowl, field in every position and wicket keep.
- Each wicket taken results in 5 runs being added to that team's batting total
 - $\text{Eg Runs Scored} + (\text{Wickets Taken} \times 5) = \text{Final Score}$
- The team with the highest Final Score wins the match.

Equipment

- SACA will provide stumps and boundary markers and will set up the ovals.
- Players will use wooden bats (either their own or the clubs).
- Protective equipment does not need to be worn as we are using soft cricket balls.

Premiership tables

- Teams receive 2 points for a win and 1 point for a tie.
- The premiership winner is the team with the highest number of points after their four matches.
- If two or more teams are equal on points, they will be separated by adding their Final Scores from their four matches with the highest scoring team awarded the premiership.
- In the event that the Final Scores are also equal there will be joint winners.



Game Development



Teams

1. Nairne Maroon	2. Strathalbyn
3. Mount Barker	4. Langhorne Creek
5. Nairne White	6. Echunga
7. Hahndorf Black	8. Wistow
9. Hahndorf White	10. Birdwood
11. Gumeracha	12. Echunga / Mt Barker

Round 1 – 9am start			
Nairne Maroon	Vs	Strathalbyn	Oval 1
Mount Barker	Vs	Langhorne Creek	Oval 2
Nairne White	Vs	Echunga	Oval 3
Hahndorf Black	Vs	Wistow	Oval 4
Hahndorf White	Vs	Birdwood	Oval 5
Gumeracha	Vs	Echunga/Mt Barker	Oval 6

Round 2 – 9:50am start			
Mount Barker	Vs	Nairne Maroon	Oval 1
Strathalbyn	Vs	Langhorne Creek	Oval 2
Hahndorf Black	Vs	Nairne White	Oval 3
Wistow	Vs	Echunga	Oval 4
Gumeracha	Vs	Hahndorf White	Oval 5
Echunga/Mt Barker	Vs	Birdwood	Oval 6

Round 3 – 10:40am start			
Echunga	Vs	Mt Barker	Oval 1
Langhorne Creek	Vs	Hahndorf White	Oval 2
Nairne White	Vs	Echunga / Mt Barker	Oval 3
Nairne Maroon	Vs	Wistow	Oval 4
Strathalbyn	Vs	Hahndorf Black	Oval 5
Birdwood	Vs	Gumeracha	Oval 6

Round 4 – 11:30am start			
Hahndorf Black	Vs	Echunga	Oval 1
Hahndorf White	Vs	Mount Barker	Oval 2
Echunga/Mt Barker	Vs	Strathalbyn	Oval 3
Gumeracha	Vs	Nairne Maroon	Oval 4
Langhorne Creek	Vs	Wistow	Oval 5
Nairne White	Vs	Birdwood	Oval 6