



# **ASSOCIATED AND CATHOLIC COLLEGES OF WA**

## **INCLUSIVE CRICKET CARNIVAL**

### **OPERATIONS MANUAL**

#### **CONTENTS**

1.0	GENERAL INFORMATION.....	2
2.0	NOMINATION OF STUDENTS.....	2
2.1	Cricket formats.....	2
2.2	Peer support students.....	2
3.0	SUPERVISION .....	3
4.0	FIRST AID .....	3
5.0	SPECTATORS.....	3
6.0	MARQUEES AND WEATHER.....	3
7.0	EQUIPMENT.....	3
8.0	UMPIRES AND SCORERS .....	3
9.0	FORMAT OF THE DAY .....	3
10.0	'RAPID FIRE' CRICKET RULES.....	4
10.1	Rapid Fire cricket field.....	5
11.0	MODIFIED CRICKET RULES.....	5
11.1	Modified cricket field.....	7
12.0	SHIELD .....	8
13.0	SCORECARD .....	8

## 1.0 GENERAL INFORMATION

**DATE** Friday 22<sup>nd</sup> August 2025

**VENUE** Alderbury Reserve  
Alderbury Street FLOREAT

**TIME** SCHOOLS ARRIVE : 9:30am  
EVENT TIME : 9:45am – 1:45pm

**COST** Costs for the day will be shared amongst participating schools, which include venue hire and First Aid support

### PARTNERSHIP

The ACC ISP Cricket Carnival is run in partnership with WA Cricket and SEDA College WA.

## 2.0 NOMINATION OF STUDENTS

- Any student with a disability (Years 7 to 12), whether enrolled in an Education Support unit or not, is eligible to attend.
- Nominations from a school are made on a team basis, with schools encouraged to have teams of mixed gender (where possible).
- Teams have a total of eight (8) players, with a suggested team consisting of no more than twelve (12).
- If a school does not have enough players to form a full team(s), this should be stated as such on the nomination form, and the ACC will coordinate for students to join another school team

### 2.1 Cricket formats

- In 2025, an additional format will be introduced to align with community cricket.
- Schools can nominate their team(s) to participate in ONE of the following
  - Rapid Fire
  - Modified Cricket
- Once nominations have closed, fixtures will be completed for each of the formats
- Teams will play round robin fixtures across the course of the day in their nominated format
- If it is not viable for a format to go ahead due to insufficient team nominations, the relevant schools will be advised and offered the alternative format
- Please refer to format rules to decide which is suitable for your team(s)

### 2.2 Peer support students

- Schools are encouraged to have peer support students with a maximum of two (2) permitted on the field at any one time
- Peer support students are requested to wear a hi vis vest at all times, provided by the school
- The aim and purpose of peer support students is to support the flow of the game, and create maximum participation of the entire team, and NOT lead the direction of play
- Peer support students must be rotated in their positions, to ensure all ability students are provided the opportunity to play in numerous positions across the course of the carnival

**NOMINATIONS DUE** Friday, 8<sup>th</sup> August 2025

Nominations will open on the 25<sup>th</sup> July 2025 and can be submitted via [ISP Cricket Carnival nomination form 2024 | Associated & Catholic Colleges of WA](#)

\*\* Late nominations will not be accepted

### 3.0 SUPERVISION

Schools nominating students must make arrangements for adequate supervision and ensure adequate number of staff are available to supervise all students in their football team(s). Supervising staff are required to assist with students needs throughout the day.

### 4.0 FIRST AID

- The ACC will provide St John Ambulance First Aid for the event
- Students receiving First Aid care **must** be under the supervision of a staff member, so that relevant case history and specific needs are communicated.

### 5.0 SPECTATORS

Spectators are permitted but to be supervised by school staff at all times.

### 6.0 MARQUEES AND WEATHER

- Schools are encouraged to source their own provisions for shade/shelter/protection. Marquees and / or ground tarpaulins are to be set-up by schools prior to the carnival start.
- **If schools maintenance / ground staff are delivering and setting up shelter prior to the event, ACC staff must be notified at least one week prior to the event**
- In the event the forecast for the day is inclement weather, the ACC will SMS all school Inclusive Coordinators representatives by 8am of the morning of the carnival.

### 7.0 EQUIPMENT

- All cricket equipment required for the carnival, will be provided by SEDA College WA
- The formats being played, utilise plastic and wooden bats, rubber balls, plastic hitting tees, and where necessary, players will be accommodated with tennis rackets.

### 8.0 UMPIRES AND SCORERS

All games will be officiated by supporting partners

### 9.0 FORMAT OF THE DAY

TIME	DETAILS
9:30am	Schools to be on site
9:45am	Carnival welcome
9:55am SHARP	Coaching clinics delivered by sporting partner(s)
10:20am	RECESS
10:40am	Fixtures commence
11:30am	LUNCH
11:55am	Fixtures continue
1pm	Grand Finals
1:30pm	Presentations

**\*\* Note : event timings are subject to change. Schools will be advised on circulation of the event day program**

## 10.0 'RAPID FIRE' CRICKET RULES

### PLAYING GROUND

- Played in two teams, one will bat, while the other fields
- A coin toss (or bat flip) will be used to determine which team is batting first
- Fielding teams have a maximum of 8 players on field, with a maximum of two (2) peer support students

### BATTING

- Batting pairs have two turns at batting
- On umpires call, 2 players from the batting team strike (in quick succession), 3 balls each off the tees
- ONLY once all six balls have been hit can batters then start to run between the two stumps
- Batters keep running until the fielding team return the balls to their original position on each of the six tees (3 tees at each batting end)
- Balls can be hit in any direction
- One run is awarded for every run the pair complete between the stumps

NOTE : batters are to run in unison, not commencing another run until their partner has reached the stumps at the other end

- Once all balls are returned and placed on tees, batters are to stop running and runs are recorded.
- The batters then have their second turn at batting
- Once the second turn is complete, and all balls are back on the tees, the next batting pair enter the field.
- Once all eight batters have had a bat, the two teams swap over.

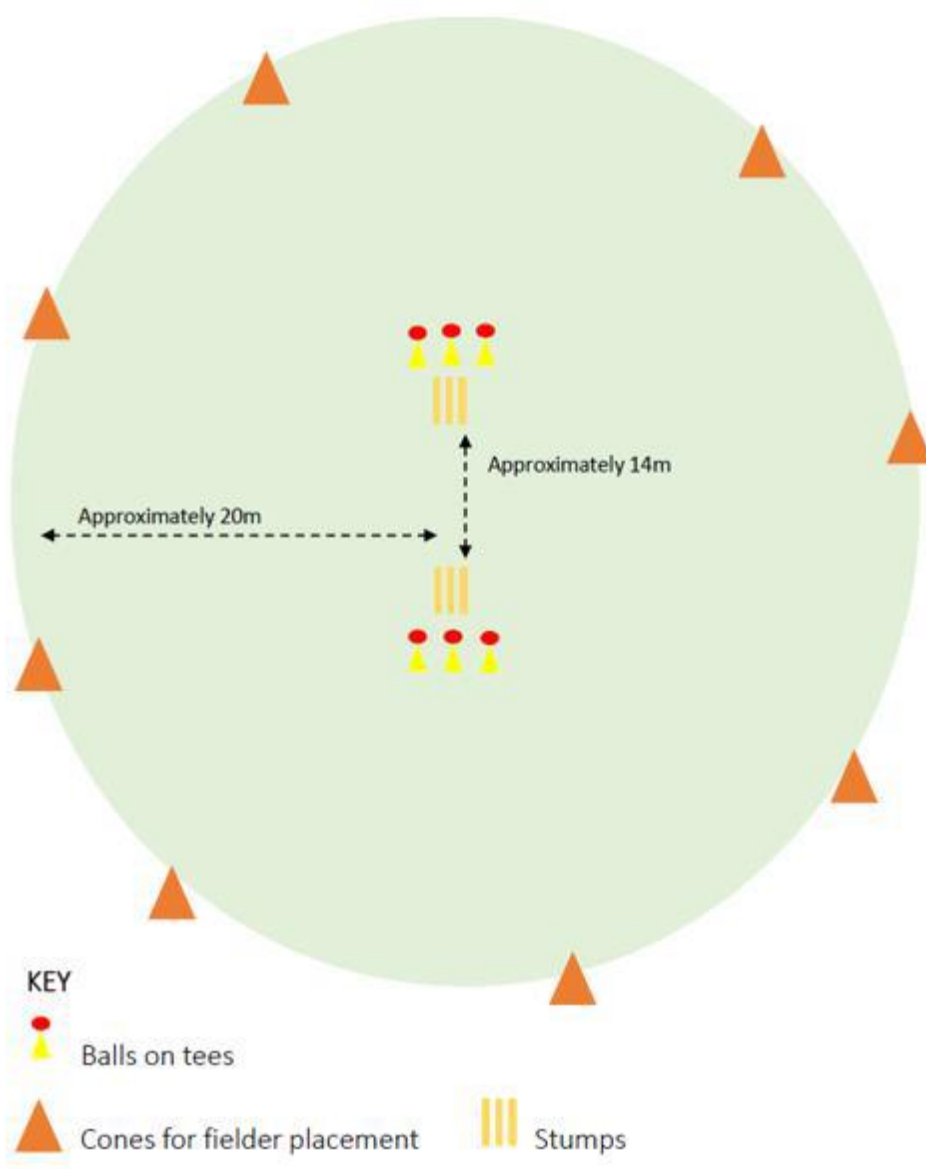
### FIELDERS

- Cones on the field represent the 'Safety Line' and suggested fielding team positions
- Fielders CANNOT MOVE from the 'Safety line' until all six balls have been hit (3 by each batter)
- Fielders may catch the ball if it is within reach, with 5 runs added to their score, when they are batting
- Fielders may physically carry the balls back to the tees or throw to teammates to place back onto tee(s)
- Teachers / support staff can support collecting of balls that go beyond the boundary, but are NOT TO stop the balls from crossing the boundary

### SCORING

- The team with most runs scored is declared the winner
- Maximum time for game is 25 minutes

## 10.1 Rapid Fire cricket field



## 11.0 MODIFIED CRICKET RULES

### PLAYING GROUND

- Played in two teams, one will bat, while the other fields
- A coin toss (or bat flip) will be used to determine which team is batting first
- Fielding teams have a maximum of eight (8) players on field at one time, with a maximum of two (2) peer support students

### BATTING

- Teams bat in pairs, with each batter provided a bat
- A batter will stand at one set of stumps, and their partner at the other set
- A batting pair will face 2 overs in a game, and then the next pair of batters are sent out

- When a batter hits the ball, they are encouraged to run to the stumps at the other end, while their batting partner does the same (per the field diagram)

NOTE : batters are to run in unison, not commencing another run until their partner has reached the stumps at the other end

- Batters continue to run, until the fielding team return the ball to a set of stumps, and tries to run the batters out

**NOTE : for safety, when batters are running between stumps, they are to run to the side of the stumps, and NOT at them**

- One run is awarded for every run the pair complete between the stumps
- 4 runs are scored if the ball bounces or rolls over the boundary (marked with cones). 6 runs are scored if a ball is hit across the boundary on the full. Batters DO NOT need to run between wickets when either a 4 or 6 is hit

**NOTE : it is NOT 'hit and run' and batters should only run if it is safe to do so**

- Once a batter has faced 2 balls in an over, batters must switch ends, regardless if the ball has been hit or not
- If all four (4) balls have been bowled in an over with no balls hit, the batter will be awarded a free hit off the tee (situated either side of the stumps)
  - The umpire will let fielders know that it is a free hit, with all rules of the game remaining the same for batters to score runs
- Applicable dismissals include bowled, caught, hit wicket and run out
- If a batter gets out, they remain batting with 5 points being added to the fielding teams score
- Once all players have batted, the two teams swap over

## **BOWLING**

- Each player, must bowl a minimum of 2 overs in a game
- An over consists of 4 balls, with a ball bouncing multiple times, or rolling along the ground deemed fair
- Balls are to land within the area between the free hit tees (on either side of the stumps)
- Where possible, bowlers must bowl with a straight arm, from the side of the stumps - a run up is NOT required
- Umpires will support bowlers with this action. Throwing of the ball is to be avoided, and underarm bowling is allowed if required
- If required, the umpire may ask a bowler to move closer to the batter to ensure all balls are fair

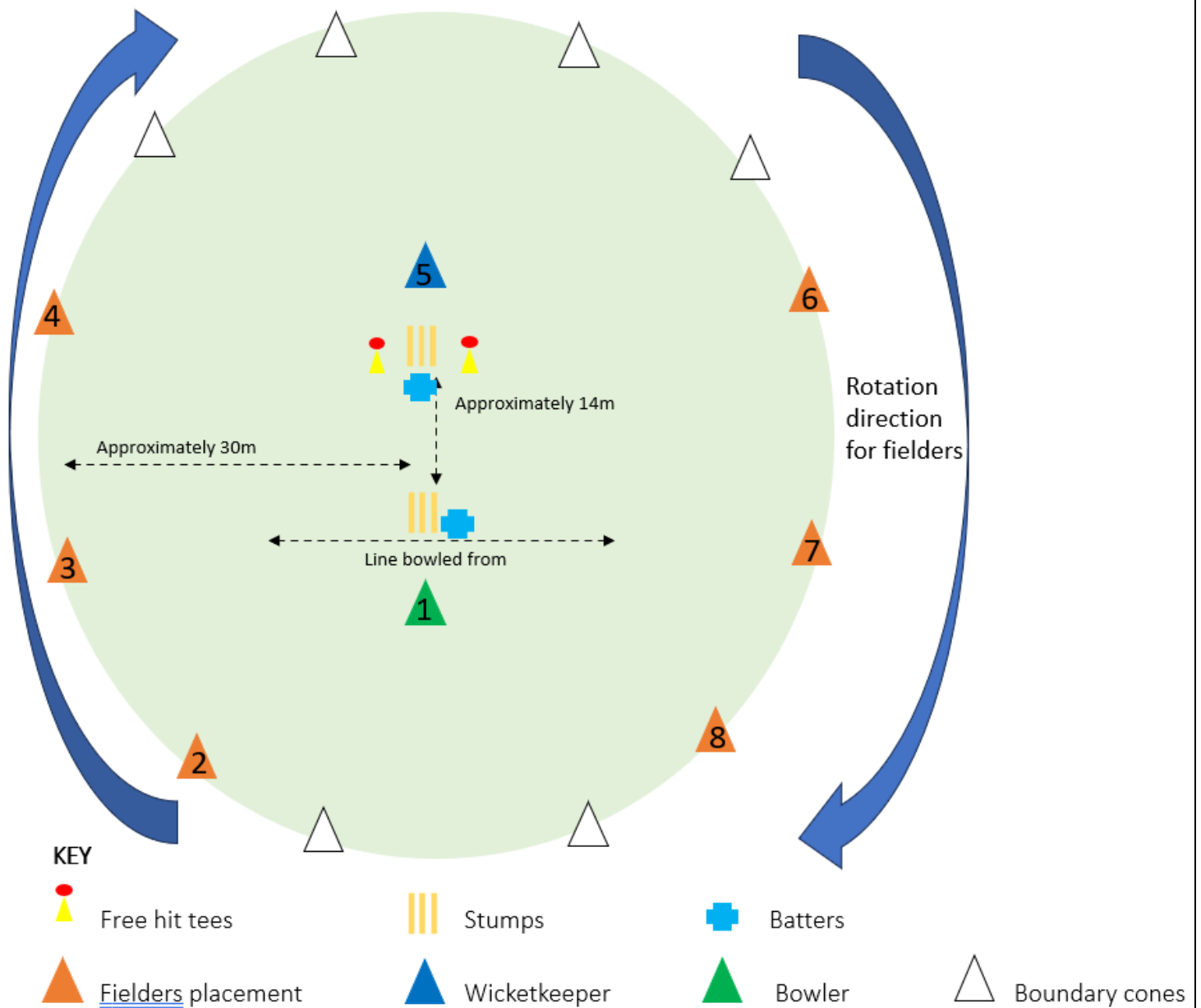
## **FIELDERS**

- Cones on the field represent the '*Boundary Line*'
- The wicket keeper is to stand at least 10m away from the stumps
- The fielding team CANNOT MOVE from the until the ball has been hit
- Fielders may catch the ball if it is within reach, with 5 runs added to their score, when they are batting
- Fielders may physically carry the ball back to stumps or throw to teammates to try and run a batter out
- After each over, all fielders (which includes the bowler and the wicket keeper) rotate one position, in a clockwise direction

## **SCORING**

- The team with most runs scored is declared the winner
- Maximum time for game is 25 minutes

## 11.1 Modified cricket field



## 12.0 SHIELD

The winning school will be presented a perpetual shield and trophy. It is the schools responsibility to have the perpetual shield engraved with their school name and return to the ACC prior to the carnival the following year.

## 13.0 SCORECARDS



### ACC RAPID FIRE CRICKET SCORESHEET



OVAL: Green

ROUND: 2

Mighty Hawks vs Mercedes

WICKETS = X FREE HIT = shown within a circle Bonus runs = 5 runs per catch taken

BATTING TEAM: Mercedes

	BATTERS	TOTAL SCORE		PROGRESSIVE	
		RUNS	CATCHES	RUNS	CATCHES
PAIR 1	1. <u>Bec</u>		-	5	0
	2. <u>Rachel</u>				
PAIR 2	3. <u>Tash</u>		1	7	1
	4. <u>Olivia</u>				
PAIR 3	5. <u>Mikaela</u>		-	16	1
	6. <u>Ruby</u>				
PAIR 4	7. <u>Nicola</u>			18	3
	8. <u>Amanda</u>				

ADD BONUS RUNS

20

TOTAL SCORE

38

BATTING TEAM: Mighty Hawks

	BATTERS	TOTAL SCORE		PROGRESSIVE	
		RUNS	CATCHES	RUNS	CATCHES
PAIR 1	1. <u>Jordan</u>	1	1	6	1
	2. <u>Riley</u>				
PAIR 2	3. <u>Andy</u>		-	13	1
	4. <u>Lauren</u>				
PAIR 3	5. <u>Rohan</u>			16	4
	6. <u>Kaden</u>				
PAIR 4	7. <u>Oscar</u>		-	26	4
	8. <u>L.J</u>				

ADD BONUS RUNS

15

TOTAL SCORE

41

TRANSFER BONUS POINTS  
(Total catches x 5)

MATCH WON BY: Mighty Hawks





## ACC MODIFIED CRICKET SCORESHEET



OVAL: Blue

ROUND: 1

Lumen Lights vs La Salle Lions

WICKETS = X FREE HIT = shown with a circle Bonus runs = 5 runs per wicket taken

BATTING TEAM: Lumen

	BATTERS	BALLS BOWLED					TOTAL SCORE		PROGRESSIVE	
		1	2	3	4		RUNS	WICKETS	RUNS	WICKETS
PAIR 1	1. Michelle	.	.	.	.		0	0	0	0
	2. Trent	1	2	.	④		7	0	7	0
PAIR 2	3. Joel	1	1	6	4		12	0	19	0
	4. Joe	X	1	.	.		1	1	20	1
PAIR 3	5. Ben	.	②	4	2		8	0	28	1
	6. Ind.	.	.	1	1		2	0	30	1
PAIR 4	7. Chelsea	2	.	.	.		2	0	32	1
	8. Rorby	.	2	2	.		4	0	36	1

ADD BONUS RUNS 15  
TOTAL SCORE 51

BATTING TEAM: La Salle

	BATTERS	BALLS BOWLED					TOTAL SCORE		PROGRESSIVE	
		1	2	3	4		RUNS	WICKETS	RUNS	WICKETS
PAIR 1	1. Michael	X	X	.	2		2	2	2	2
	2. Emily	.	①	.	1		1	0	3	2
PAIR 2	3. Reese	2	2	1	1		6	0	9	2
	4. Maddi	1	1	2	2		6	0	15	2
PAIR 3	5. Owen	.	X	1	1		2	1	17	3
	6. Chris	.	①	1	1		3	0	20	3
PAIR 4	7. Spencer	2	6	6	6		20	0	40	3
	8. Mattheus	4	.	.	.		4	0	44	3

ADD BONUS RUNS 5  
TOTAL SCORE 49

TRANSFER BONUS POINTS  
(Total Wickets x 5)

MATCH WON BY: Lumen