



INCLUSIVE CRICKET CARNIVAL

AUGUST • 22 • 2025

ALDERBURY RESERVE, FLOREAT



ARRIVAL AND EVENT TIMES

By 9:30am	All schools on site
9:45am	ACC carnival welcome (<i>school marquee area</i>)
9:50am	Teams line up behind pre-determined group signs <ul style="list-style-type: none">• SEDA College students will take each group to an allocated activity area
9:55am	Activities commence
10:25am – 10:45am	RECESS
10:45am	Round 1
11:15am	Round 2
11:40am – 12pm	LUNCH
12:05pm	Round 3
12:35pm	Semi Finals
1:10pm	Grand Finals
1:40pm	PRESENTATION
1:45pm	Schools commence pack up of areas and return to school

BUS DROP OFF AND PARKING

Buses can drop off students along Alderbury Street, per the site map enclosed. If small school buses are being used, the YMCC Clubroom carpark (entry off Perry Lakes Drive) can also be utilised.

ARRIVAL

- Please ensure you 'check in' on arrival, so we are aware you are on site
- Collect **wristbands** for those students who **DO NOT have photo permissions** from ACC tent

MARQUEES

Ensure you bring sufficient shade for the event and set up per the site map, with ground covers also suggested. Please note, the permanent shade structure WILL NOT provide shade for all attending, and is not sufficient cover in the event of rain.

WEATHER

Should the weather be deemed not safe for the event to go ahead (severe thunderstorms and or localized lightning), the ACC will contact all schools by no later than 8am on the morning of the event to advise as such.

FOOD AND WATER

- A coffee van will be on site for the duration of the event, however does not sell any food items.
- There are **no food providers** and the only water fountain, is located at the skate park (Perry Lakes Drive). Staff and students are to bring food and sufficient water for the duration of the event.

FIRST AID any athlete taken to the First Aid Post, must be supervised by a staff member

PRE-GAME ACTIVITIES

- SEDA College students will deliver some fantastic, engaging activities before the rounds commence
- Staff are to be aware of which group number your team has been allocated, and organise teams behind the respective numbered signs promptly, when advised to do so (groups detailed within)

FIXTURES & FORMAT

- Round robin fixtures will be umpired / mentored by SEDA College WA students
- Ladder placings of each pool after the fixtured rounds, will determine the grand final games, with all teams participating.

EQUIPMENT

- All equipment required for the activities & fixtures games, will be provided by WA Cricket

CERTIFICATE OF PARTICIPATION & SHIELD WINNERS

- These will be provided during the end of day presentations. Please have a student in mind and ready to collect these, on behalf of your school.
- Winner will receive a trophy and perpetual shield – both supported by WA Cricket

EVENT DAY CONTACTS

SCHOOL	EVENT DAY CONTACT	TEAM(S)	GROUP NUMBER
John Septimus Roe	Katrina Lloyd	JSR Rockets	1
John Wollaston ACS	Emma Black Smith	John Wollaston ACS	2
Mercedes College	Jo Lauriston	Mighty Mercedes	3
Sacred Heart College	Damian Cato	Sacred Heart Scorchers	4

ENTITY	EVENT DAY CONTACT	CONTACT NUMBER
ACC	Cherie Pirnie (Carnival Manager)	044 750 2248
St John Ambulance	Kelsey Livett	9373 3824
City of Cambridge	Jonathon Scadding	9347 6011
Kyal's Coffee Kart	Kyal	0422 941 255
SEDA College WA	Jacob Coniglio & Ben Lillies	
WA Cricket	Annie Rogan	



Thankyou to Crystal Printing, for their continued support of the ACC Inclusive Sports Program. They have provided the participation certificates, for all the 2025 events.

www.crystalprinting.com.au

SITE MAP



KEY



Activity groups assembly point

Coffee van

Toilets

School marquees

Bus drop off / pick up point

Out of bounds

ACC tent

Disabled parking bays

First Aid post

**** NOTE : map is not to scale, and field locations may change on event day, however all fields will be clearly marked**

FIXTURES

TIME	FIELD	TEAM		TEAM
10:25am	RECESS			
10:45am ROUND 1	Orange 1	John Wollaston	v	JSR Rockets
	Orange 2	Mighty Mercedes		Sacred Heart Scorchers
11:15am ROUND 2	Orange 1	John Wollaston	v	Mighty Mercedes
	Orange 2	Sacred Heart Scorchers		JSR Rockets
11:40am	LUNCH			
12:05pm ROUND 3	Orange 1	Mighty Mercedes	v	JSR Rockets
	Orange 2	John Wollaston		Sacred Heart Scorchers
12:35pm SEMI FINALS	Orange 1	1 st place	v	4 th place
	Orange 2	2 nd place		3 rd place
1:05pm	Announcement of GRAND FINAL fixtures			
1:10pm GRAND FINALS	Orange 1	1 st place	v	2 nd place
	Orange 2	3 rd place		4 th place
1:40pm	PRESENTATIONS			

A very special mention and thankyou to WA Cricket and SEDA College WA for the ongoing commitment to the ACC Inclusive Sports Program, and of this event. Without your support, the opportunity for students to experience and play Australia's favourite game would not be possible !

‘RAPID FIRE’ 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 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.
- Batters then have their second turn at batting
- Once the second turn is complete and all balls are on tees, the next batting pair enter the field.
- Once all eight batters have had a bat, the two teams swap over.

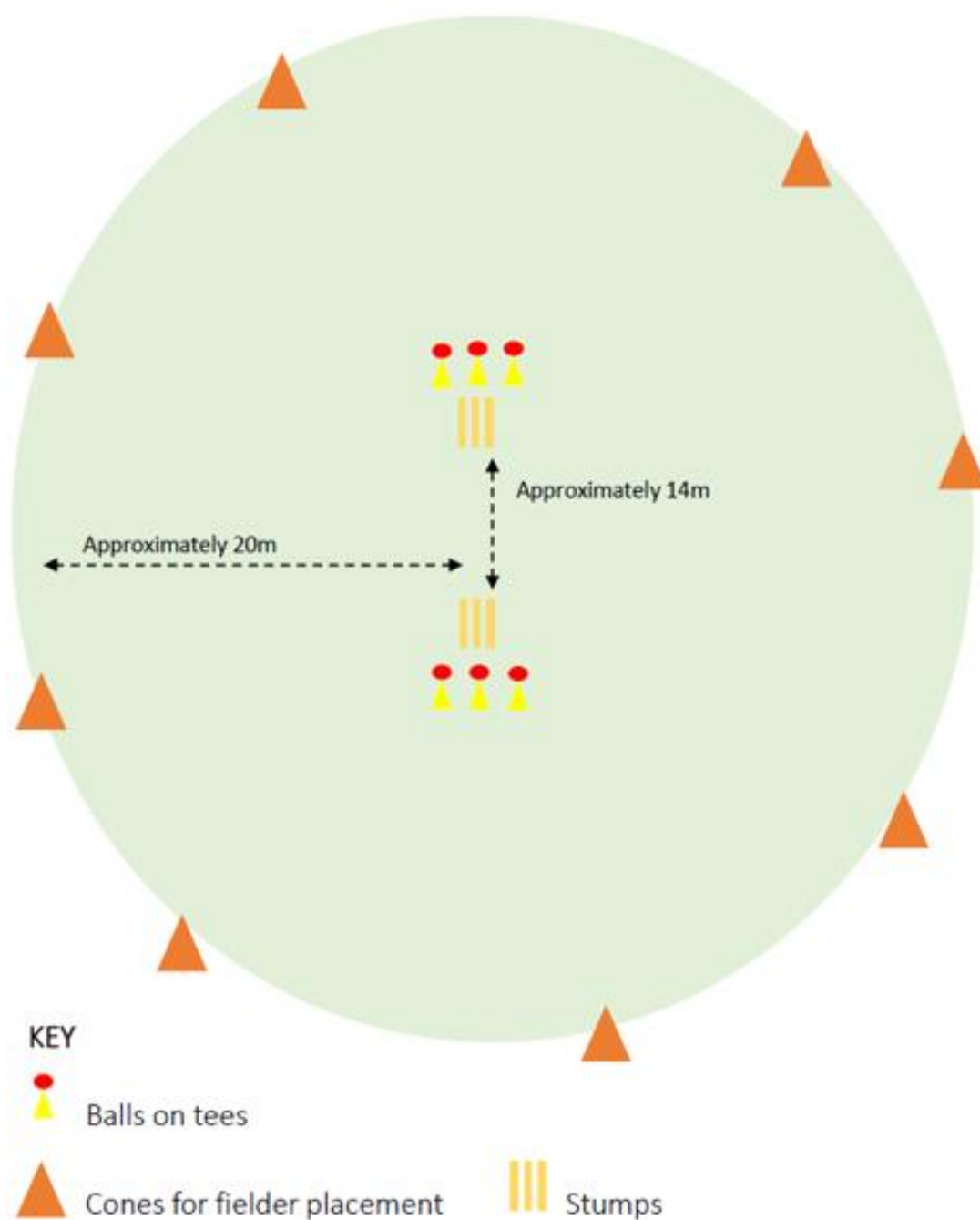
FIELDERS

- 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.
- 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

'RAPID FIRE' CRICKET FIELD



'RAPID FIRE' SCORE CARD



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

		TOTAL SCORE		PROGRESSIVE	
BATTERS		RUNS	CATCHES	RUNS	CATCHES
PAIR 1	1. <u>Bec</u>	111	-	5	0
	2. <u>Rachel</u>				
PAIR 2	3. <u>Tash</u>	"	1	7	1
	4. <u>Olivia</u>				
PAIR 3	5. <u>Micaela</u>	111 111	-	16	1
	6. <u>Ruby</u>				
PAIR 4	7. <u>Nicola</u>	"	"	18	3
	8. <u>Amanda</u>				

ADD BONUS RUNS 30
TOTAL SCORE 38

BATTING TEAM: Mighty Hawks

		TOTAL SCORE		PROGRESSIVE	
BATTERS		RUNS	CATCHES	RUNS	CATCHES
PAIR 1	1. <u>Jordan</u>	111 1	1	6	1
	2. <u>Riley</u>				
PAIR 2	3. <u>Andy</u>	111 11	-	13	1
	4. <u>Lauren</u>				
PAIR 3	5. <u>Roxan</u>	111	111	16	4
	6. <u>Kaden</u>				
PAIR 4	7. <u>Oscar</u>	111 111	-	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