

## SCORER

The scorer will be provided with a scorebook. The game umpire will bring the scorecard to the game together with the game ball.

To save the officials having to chase you if a score is disputed would you please:-

- Check that your score is the same as the other scorer.
- Clearly identify the state of the game at the siren as per the following examples:-

*4 complete innings*

	1	2	3	4	5	6	7	TOTAL
Terrors	4	2	2	3				11
Animals	3	3	2	2				10

*Animals level in 4th when siren sounds*

	1	2	3	4	5	6	7	TOTAL
Terrors	4	2	2	3				11
Animals	3	3	2	3	incomplete			11

*Animals don't finish bottom of fourth*

	1	2	3	4	5	6	7	TOTAL
Terrors	4	2	2	3				8
Animals	3	3	2	2	incomplete			8

*Animals don't bat in bottom of fourth*

	1	2	3	4	5	6	7	TOTAL
Terrors	4	2	2	3				8
Animals	3	3	2					8

*Animals don't bat in bottom of fourth*

	1	2	3	4	5	6	7	TOTAL
Terrors	1	2	2	3				8
Animals	3	3	2					8

*Animals don't bat in bottom of fourth*

	1	2	3	4	5	6	7	TOTAL
Terrors	1	2	2	3				8
Animals	3	3	3					9

*Terrors don't finish top of fourth*

	1	2	3	4	5	6	7	TOTAL
Terrors	4	2	2	3	incomplete			8
Animals	3	3	2					8

## UMPIRES

- Umpires should obtain an official shirt from the control table at the start of the day, and return it when they have finished their duties.
- Umpires should check the roster and sign on at the official table, collect the game ball and scorecard, at least 15 minutes before start time.
- After the game, check that both scorers agree on the score, and return the scorecard and matchball to the official table.

## WELCOME TO THE CHALLENGE CUP

The Challenge Cup is a one day carnival open to normal "Saturday morning" teams. Checks are made to ensure this principle is adhered to. The idea is to provide a low key competitive experience for players who may not aspire to State Championship level, and non-metropolitan clubs.

The Challenge Cup consists of ten half-hour games with a ten minute break between. Each team plays alternate timeslots, i.e. five games. The first game starts at 8:50am and the last is finished at 3:20pm. At the conclusion each participant is presented with a pennant, and the winning team in each group receive a trophy.

- Some changes to the rules are necessary, such as:-
  - All games are 30 minutes, with the score at the siren to stand **except** when the home team, batting second, has not completed their turn at bat in the current innings **AND** is behind in the score. In this case **ONLY** the score reverts to the last even innings. (See examples on page 4)
  - Teams have one minute to change over between innings. (*60 seconds after the third out is made, the umpire will call "Batter Up!" regardless of team readiness.*)
  - The umpire will not *allow* "Time" unless there is a risk to players or spectators.

## WHAT DO YOU NEED?

Provision is made for the erection of club tents on the ground.

Each team must provide:-

- Plate and base umpires to officiate in some opposite timeslots.
- Bats, helmets, warm-up gear. (*The association provides scorebook, balls and bases.*)
- Scorer, coach, assistant coach, manager, spectators.
- Caps, gloves, uniforms, sunscreen and water for the players.