

SHOTGUN CRICKET



February 2021

DISCRIPTION

Shotgun Cricket is a team event, and is a competitive shooting sport using a shotgun, the gauge of the shotgun is a matter of choice. Shotgun Cricket was first played at Eden Clay Target Shooting Academy - Plettenberg Bay South Africa on the 22nd January 2021.

Like cricket shotgun cricket will have both bowlers and batsmen, and, as in cricket the bowlers will be trying to bowl out their opposing teams batting players, this is done by breaking a bowling target, while the batsmen will be trying to score as many points as possible, and this is done by breaking batting targets which have an nominated point values 1, 4 or 6.

A team will consist of 5 players.

Each team will bat 20 overs and bowl 20 overs, a game will be a maximum of 40 overs.

BOWLING TARGET

A bowling target is a very difficult target, thrown by a clay target machine, it could be far away, it could be a Battue, a Standard clay, or it could be a Midi, a Mini or even a Rabbit clay. It will be considered to be an extremely difficult target, and each time one of these targets are broken by a bowling shooter, it will result in the opposing team loosing a wicket or dismissal of the batting team member in the batting crease.

A bowling shooter will start the game by trying to shoot the bowling target, he/she will have full use of the gun (2 shots at the target). When he/she breaks the bowling target the current bating shooter will be out, either as a “duck” no score, or with the number of points the batting shooter has managed to accumulate from breaking batting targets.

A bowling player can only take one wicket or dismiss one batsman from his/her success in breaking a single bowling target be it by way of a first or second attempt at a bowling target.

BATTING TARGETS

Batting targets can be a Battue, a Standard Clay, or it could be a Midi, a Mini or even a Rabbit clay, generally these targets will be considerably easier targets than the bowling target.

Whereas there is only one bowling target, there are 3 batting targets, each with a different value in points. The easier of the targets is worth one point, and the next more difficult batting targets is worth 4 points, while the third

batting target which is also the more difficult of the three targets is worth 6 points.

The maximum points a batting player can accumulate from his/her successful breaking of a single batting target is the value of that target or 6 if that is the target he/she selected to shoot at. The batsman has full use (two shots) to break the target.

RUN OF PLAY

The bowling player starts by trying to break the bowling target. If he succeeds the batting player of the opposing team is dismissed and can not shoot at a batting target, he/she is replaced by the next batting player. Like in cricket a batting player can be dismissed for a duck, with no score, or could score points which go towards the total team score.

If the bowling player fails to break the bowling target with full use, the batting player of the opposing team has an opportunity to score points, by selecting one of the three batting targets, and if he/she breaks that target the value of the target will be added to his/her score and resultantly to the total batting team score.

After a batting player has attempted to score by breaking a nominated target, the bowling player has an opportunity in breaking another bowling target, so the bowling and batting players alternate, except if a bowling player takes a wicket by hitting the bowling target, thereby dismissing the batting player in the crease then he/she will bowl again when the new batting player from the opposing team takes the crease, unless he/she have bowled their maximum number of target's, in which case the next bowling team member will bowl to the new batting player arriving in the batting crease.

Standard rules for clay target shooting will apply to no birds and machine broken targets.

GENERAL RULES

These rules are a guide line, as there could be more players in a team, there could be more or less overs in a match, and the shooting of targets could be limited to one shot (single use), the shooting cost may also vary.

A TEAM

A team will ideally consist of 5 players who are all-rounders, as they will be required to both bowl and bat during the game.

The captain's of the two opposing teams ill decide who is bowling first or who is batting first by the toss of a coin, the captain who wins the toss will decide if his/her team is to bat first or bowl first.

Each side will bowl a maximum of 20 over and bat a maximum of 20 overs, unless the a team is bowled out before the completion of 20 overs

An over is one bowling attempt by the bowling team, and if the wicket is not taken, it will include the batting attempt by the bowling team player.

Each bowling team member may only bowl 4 overs, then the next bowling player from the team must take his/her place.

If the batting team are bowled out before the completion of 20 overs, then some bowlers may bowl less than 4 overs or none at all.

Each batting team member will retire as soon he/she has scored 12 or more points, or after 5 overs whichever comes first, and the next batting player from the batting team will take his/her place at the crease. It is possible that a batting player does not bat at all, depending on the bowling performance. If the last batsman (tail-ender) takes the crease with no further batsman to replace him/her, then the tail-ender may accumulate more than 12 points, and bat and accumulate points until either bowled out or until the overs run out.

The maximum batting points a team can accumulate is 120

The winning team will be the team with the most batting points at the end of play, each team having had an opportunity to bowl and to bat.

Loosing team pays the cost of the winning teams shooting cost excluding ammunition, as well as their own shooting costs which would include ammunition.

SHOOTING COSTS

Generally the shooting cost would be calculated as say R10 for each target thrown, be it a bowling target or a batting target for that team.

Each team could potentially bowl 20 targets and bat 20 targets that would amount to 40 targets at the cost per target decided by the host club, but for this document we will work on R10 which would amount to (R400 or R80 per player - own cost of clays).

Where a team is bowled out before the 20 overs are completed, i.e.; after 10 overs, then only 10 targets would have been faced in total and the cost for that batting innings would be R100 or R20 per team member for batting, plus the total number of bowling balls used by the team. If the team loses the match, they must add shooting cost of the opposing winning team, no clay cost to a winning team.

The shooting cost of a team will be the sum of their bowling targets plus the sum of their batting targets multiplied by R10 in this example, so each team could and probably will have different shooting costs.

In the event of a draw, both teams with the same number of points at the end of play, then each team pays their own shooting costs.

If there is a draw, then the points awarded on the log will be 2 points, however in a final there will need to be a shoot-off if there is a draw based on 5 overs of batting for each team.

GAME LOG

Where there are more than two teams, then points will be awarded to each team based on the result, 3 points for a win, 2 points for a draw and no points for a loss.

Team with the most Log points will be the ultimate winner, if teams are drawn at the top of the Log, they will have a 5 over shoot-off game to decide the winner. Each player will have one turn to bowl and one turn to bat. If it is still drawn at the end of the shoot-off the game will be considered a joint win and the contest will be shared between the two teams.

The sum of all the matches played by all the team, on the day shall be the "Contest".

LOG FIXTURES

If there are for example 3 teams A, B, and team C then the teams will face-off on 1 range as follows.

Range 1.

A vs B

B vs C

A vs C

If there are for example 4 teams A, B, C, and team D then the teams will face-off on 2 ranges as follows.

Range 1.

C vs D

B vs C

D vs B

Range 2.

A vs B

D vs A

A vs C

If there are for example 5 or 6 teams A, B, C, D and team E and or team F then the teams will face-off on 2 and 3 ranges respectively.

5 TEAMS ON TWO RANGES

Range 1.	Range 2.
C vs E	A vs B
B vs D	C vs A
A vs D	B vs E
E vs A	D vs C
B vs C	E vs D

6 TEAMS ON THREE RANGES

Range 1.	Range 2.	Range 3.
A vs F	B vs E	C vs D
D vs B	F vs C	E vs A
B vs C	D vs A	F vs E
E vs D	F vs B	A vs C
D vs F	C vs E	B vs A

JURY

One member of each team will be on the Jury, any objections will be lodged with the Jury together with a Jury Fee of R100 per objection, and the decision of the Jury will be final.

PRIZE MONEY

The winner of the log, after any shoot-off (if required), will receive as a cash prize amount equivalent to R2 for every bowling and R2 for every batting target thrown during the entire Contest, including shoot-off targets.

The runners up on the log, will receive a cash prize equal to R1 for every batting and bowling target thrown during the Contest including shoot-off targets.

In the event of a drawn Contest after a shoot-off, then both teams will be considered winning teams and will receive a cash prize equal to R1.50 for every batting and bowling target thrown during the Contest including shoot-off targets.

In the event of a 3 way tie, this will be considered the final result and each winning team will receive a cash prize equal to R1 for every batting and bowling target thrown during the Contest including shoot-off targets.

INCOME RETENTION BY THE HOST CLUB

The host club will retain the balance of the payment for the clays shot at, after deduction of R25 capitation fee per player per Contest, plus the sum of any Jury Fees less the prize money to the winning team/s and or the runners-up.

Capitation Fees will be paid to Eden Academy where the host club is not Eden Academy.

Eden Clay Target Shooting Academy

First National Bank

Plettenberg Bay 210514

Account number 628 2480 5024

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