



# Cup Match 101

BERMUDA



JOIN US AT

# CAMP BERMUDA

A fierce sports rivalry on the field, an epic celebration along the sidelines.

We invite you to join us at Camp Bermuda this Cup Match, where you can swing by for a great view the game, mix and mingle with our tourism ambassadors, and enjoy a local beverage!

Directions: As you enter the main entrance at St. George's Cricket Club, the Visitor's Stall will be located directly to the right of the clubhouse.

Take the stairs to the first level, and we'll be the last stall to your left.



# *Welcome to* **CUP MATCH**

the biggest event in Bermuda's calendar.

Centred around a heated cricket match between two island rivals, St. George's and Somerset, Cup Match is a great opportunity to fall in love with the game.

It takes place over two days in summer – a Thursday and a Friday – and this year it falls on July 31st - August 1st.

## *The History*

The match is important, but the holiday is about more than just cricket. Emancipation Day coincides with the first day of Cup Match, giving locals and visitors a chance to recognise one of the most significant moments in Bermuda's history: the abolition of slavery on the island in 1834.

It is followed by a second public holiday on Friday, Mary Prince Day, which celebrates the Bermudian born Abolitionist and National Hero. This was the first public holiday that has been named after a Black woman.





# *The Rivalry*

Bermudians take cricket seriously, and they're not alone. cricket is the second-most popular sport in the world, with 120 million people playing all over the globe.

By the late 1880s it was common to hold a cricket match somewhere on the island during Emancipation Day celebrations, but Cricket playing soon became the main focus of the day.

It began as a friendly game played between two lodges, one from the east and one from the west, competing for a silver cup. By 1902 it had become an annual game and the St. George's and Somerset cricket clubs were born.

The highly anticipated game is played over two days as teams from Somerset, the West End of the island, and St. George's, the East End, face off. It was so popular that residents would often miss work to watch the game, therefore, in 1947 it was made a public holiday.





# *East vs West*

For weeks leading up to the match residents show their support by proudly wearing their team colours: red and dark blue for Somerset, light blue and dark blue for St. George's.

Residents fly their team flag at their homes, on their cars and on silk ribbons pinned to their clothes.

At the game, fashions are coordinated around these colours from head to toe – from ties to shirts and shorts, to earrings to manicures, so pick a side!



St. George's colours



Somerset colours







## *The Cuisine*

As with every celebration, Bermudian Cuisine is an integral part of the festival atmosphere.

In the early days it's said they served the Emancipation Day special of roast duck and rice pudding with added portions of carrot bread and pumpkin stew. Homemade drinks were served such as root beer and ginger beer.

At the match, you will find local favourites such as fried fish, conch, mussel and beef pies, Bermuda-style potato salad and peas n' rice.

Cool down with a frozen snow ball.



## *Off Field*

The off-the-field family element of Cup Match is still a strong Bermudian tradition.

Families will stake out their “camps” at the match grounds to host their friends around the stands.

Each camp carries a feeling of its own – an infectious, unforgettable festival spirit – if you’re lucky enough to be invited inside.





# *Crown & Anchor*

Cricket isn't the only game played during Cup Match. You can try your luck at Crown & Anchor, a simple dice game that was traditionally played by sailors in the Royal Navy. A fun and easy way to make a little extra spending money, Crown & Anchor is game of chance.

## **TO PLAY:**

The table is divided into six sections, each marked with a crown, an anchor, a diamond, a club, a heart or a spade. Three dice are marked with the same. Players then place their bets on the symbols that they think will come up when the dice are rolled. Depending on which symbols come up – and how many – you can win up to three times the amount of your bet. If the symbol you bet on does not come up, you lose. Simple.



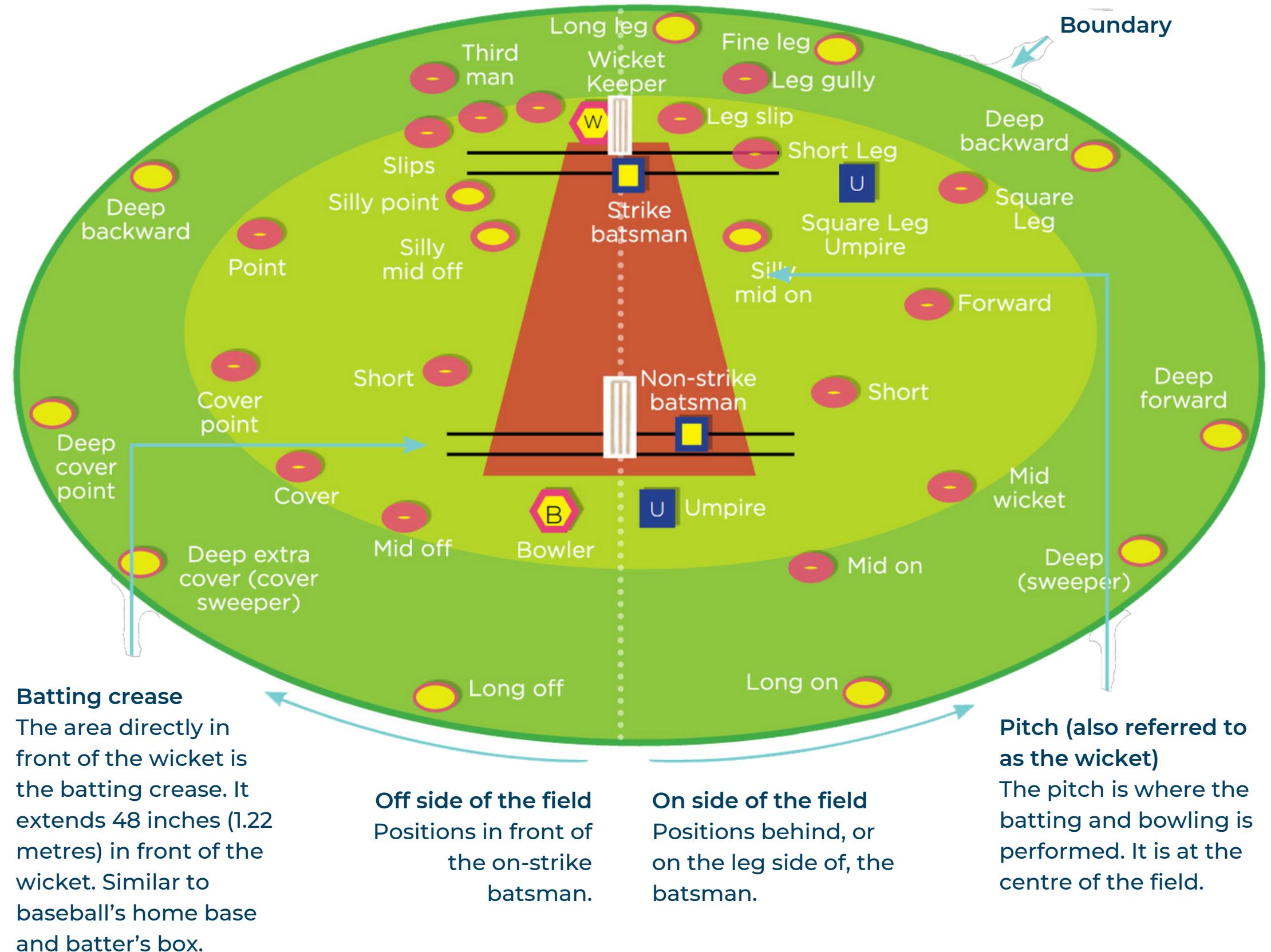


# Learn the Language

When the batsman walks out to bat it's called going in. He tries to score runs without getting out. When he gets out he walks back in and the next batsman goes in. There are always two batsmen in at once, although only one can get out at a time. So, when ten men are out the whole team is out, even though there's still one player who's not out. Then, the fielding team goes in and the team that was batting changes to fielding and tries to get the other team's batsmen out for a lower score.

## Role of the fielding team's captain

Only 11 fielding players are allowed on the field at a time. The captain determines where each fielder is to be strategically placed. He also dictates how the bowlers are to be used in an effort to dismiss the batsmen.



Note: Fielding positions are always relative to the strike batsman hitting the ball. Our diagram is labelled for a right-handed batsman.



# Cricket 101



## Batsman

He strikes the ball with a cricket bat to score runs and defends his wicket from getting hit by the ball which will result in his dismissal (or getting out). Similar to a batter in baseball.

Note: The batsman does not have to run when he strikes the ball. He will run when he feels he can safely run to the opposite end of the pitch.



## Umpires

They interpret and enforce the rules of the game. They also use special hand signals to indicate scoring, penalties and when a batsman is deemed out. There are two umpires on the pitch and two off the pitch.



## Cricket Ball

A ball consisting of a leather case with cork interior and bound with fine cord.

## Bails

Sitting atop each set of stumps are two bails.



## Wicket (or Stumps)

There are two sets of stumps, one at each end of the pitch.



# Cricket 101

## Wicket keeper and strike batsman

The wicket keeper fields behind the strike batsman. His roles are to stop balls that pass the batsman from passing him and to affect the dismissal of the batsman. Similar to baseball's catcher.



## Silly fielders

They are so close to the batsman they can hear his heart beat.

## Mid fielders

More sensible fielding positions.

## Deep or out fielders

They are close to the boundary – furthest away from the batsman.



## Bowlers

The player that delivers the ball towards the batsman in an effort to dismiss him. A bowler delivers 6 balls in an over from one end of the pitch. At the end of his over, another bowler starts his over from the opposite end of the pitch. Similar to a pitcher in baseball.

Note: If the umpire rules that the bowler bowled a bad ball, he will instruct the bowler to re-bowl that ball. Thus, bowlers sometimes have to bowl more than 6 balls in an over.



# *Cricket 101*

## SCORING RUNS

### Four runs:

When hit by the batsman, the ball crosses the boundary after bouncing at least once on the field.

### Six runs:

When hit by the batsman, the ball crosses the boundary without bouncing on the field.

### Running between the opposite wickets:

If the batsmen feel it is safe to run to the opposite end of the pitch, they will run. A run is awarded each time both batsmen successfully reach the opposite end of the pitch.





# *Cricket 101* GETTING THE BATSMAN OUT



## **Clean bowled:**

The bowler delivers a ball that the batsman misses and that knocks the bails off of the stumps.



## **LBW (Leg Before Wicket):**

If the umpire rules that a bowler's ball would have directly hit the stumps had it not been blocked by his leg pads and missed his bat, he is ruled out.

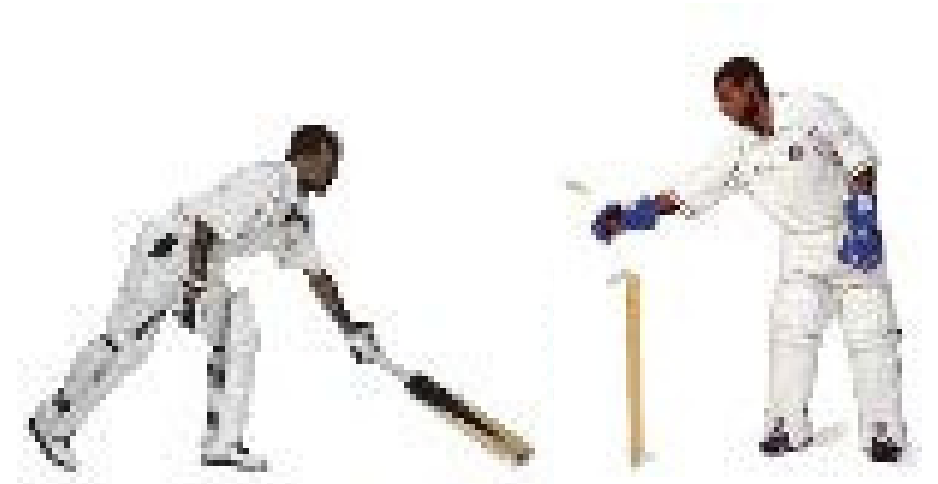
## **An appeal from fielders:**

Usually yelling "Howzat!" (or "How's that!") towards the umpire. If the fielders feel that a batsman should be out, they can yell towards the umpire appealing for a decision in their favour. The final called decision is that of the umpire.



## **Caught:**

A batsman hits a ball that does not touch the ground into the hands of a fielder that does not drop the ball, he is out by being caught. If the fielder catches the ball and steps across the boundary, the catch does not count and the batsman is not out.



## **Run out:**

If the ball knocks the stumps off of the wickets before a running batsman touches his bat into the batting (or bowling) crease, he is ruled to be run out.



## **Stumped:**

While the ball is live, if no part of the batsman, including his bat, is touching the ground within his batting crease and the bails are knocked off of the wickets he is out by stumping – usually by the wicket keeper.



## The Scoreboard

Total runs made by the batting team.

Number of batsmen out.

Total runs made by the last batsman out.

BATSMAN			TOTAL		BATSMAN	
30			127		6	
LAST MAN			WKTS		1st INNS	
8			8		179	
			OVERS			
			47			
1st	2nd	3rd	4th	5th	6th	7th

Total runs made by each of the current in batsmen.

Total score made by the opposing team.

The amount of overs bowled by the bowlers.





# *Glossary of Cricket Terms*

*If you have any questions on the game, find a local resident and ask them to explain.*

## **Duck**

Batsman is out with zero runs.

## **Golden Duck**

Batsman is out on the first ball received from the bowler.

## **Gardening**

The act of a batsman patting down with the tip of his bat, either loose areas of pitch or pieces of the playing surface that have come apart.

## **Cherry**

Refers to a new ball because of its bright red cherry coloured appearance.

## **Bouncer**

A bowling delivery which bounces over the batsman and causes him to duck to avoid being hit.

## **Batsman's Paradise**

Refers to a pitch that will clearly favour the batting side.

## **Dig In**

The defensive act of a batsman ensuring he remains at the crease for a long period.

## **Sticky Wicket**

Describes a pitch, which although dry on the surface, has underlying soft patches. This type of wicket is generally a difficult playing surface for batsman as it can cause a ball to behave unpredictably.

## **Tail**

Generally refers to the last four batsmen on the batting side.

## **Maiden Over**

When a bowler has no runs scored by the batsman from any of his deliveries.

## **Nightwatchman**

A player sent in to bat who generally bats down the bottom of the order but is promoted up the order usually near the end of a day's play when a wicket has fallen.



# *Umpire Signals* (most common)



## **Four runs:**

The ball bounced on the field before crossing the boundary.



## **Leg Bye:**

A run scored off of the batsman's legs while attempting to hit the ball.



## **Dead ball:**

State of play when no active play can occur or continue.



## **Six runs:**

The ball crossed the boundary without bouncing on the field.



## **Bye Runs:**

Runs awarded without hitting the batsman's bat.



## **Out:**

The batsman is given out – or dismissed – and must leave the field.

## **No Ball:**

The umpire has ruled that the bowler has bowled an unfair ball. The bowler must rebowl that delivery. The batting side is awarded one or more runs.



**#cupmatchbda #gotobermuda**

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For more information, visit our website or call us at 1-800-Bermuda

22 Church Street, City of Hamilton, Bermuda | 441.296.9200 | [travel@bermudatourism.com](mailto:travel@bermudatourism.com)

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