



Under 13 Countdown Softball

1. Aim

To create playing offer for girls which is competitive, inclusive and keeps the girls in the game.

2. Pitch

- 2.1 Two sets of wickets, 19 yards apart
- 2.2 Boundaries are ideally of 45 yards

3. Teams

- 3.1 Each team comprises of 8 players.
- 3.2 Please be flexible. Teams should always be majority of their own club. Where there are 6 players, the team manager will nominate players to bat and bowl again. These will be communicated to the opposition manager prior to the game.
- 3.3 Should a team have fewer than 6 players, the game can still be played, but it will be deemed a friendly and the team with a full complement of players will receive the win.

4. The Start

- 4.1 The two teams toss a coin/rock, paper, scissors/use the Countdown Cricket APP to decide which team has the choice of either batting or fielding first.

5. Equipment

- 5.1 The ball should be a junior incrediball, unless agreed that it will be a windball with the mangers before the game.
- 5.2 The home team will supply the balls
- 5.3 Teams can use the bats provided or may use their own softball plastic cricket bats for the game. Teams may use women's fibre glass softball bats. Wooden bats are not allowed.

6. The Game

- 6.1 Each game shall consist of one innings per team
- 6.2 The length of an innings will be flexible, but each pair should face at least 15 balls
- 6.3 The game will be in pairs format
- 6.4 Teams will use the Countdown Cricket App to score.

7. Batting & Scoring

- 7.1 The batting side shall be divided into pairs.
- 7.2 At the end of each innings, the App will calculate the score based on 5 runs being taken away for each wicket. It will then calculate the target and adjust accordingly.
- 7.3 A batter may be out bowled, caught, run out, stumped, hit wicket.
- 7.4 There is no LBW law.
- 7.5 At the end of the first pair, batters retire and are replaced by the next pair until all players have batted.
- 7.6 The second team then bats for an equal number of overs.
- 7.7 If a team has less than the full complement of 8 players, then it should be agreed beforehand who should bat twice. This should be done in the spirit of cricket.

8. Extras – please discuss before play and make sensible decisions based on the playing experience for the girls.

- 8.1 2 runs will be awarded to the batting team for each wide ball and no extra ball will be bowled
- 8.2 A wide ball is considered a ball too wide for the batter to hit from their batting position.
- 8.3 2 runs will be awarded to the batting team for each no ball and no extra ball will be bowled
- 8.4 A no ball is a ball that arrives above waist height or bounces more than 3 times. If a bowler bowls a front foot no ball, warn first.
- 8.4.1. On the APP, use the DYNAMOS option to score as this records the extra as well as any additional runs.

9. Bowling and Fielding

- 9.1 Each player can bowl a maximum of a quarter of the number of balls (eg if 80 balls, then bowler can bowl 20)
- 9.2 Bowling will take place from one end only, but if time allows you can swap ends at each pair.
- 9.3 Bowling should be over arm.

10. The Result

- 10.1 Each club is responsible for uploading their score.
- 10.2 The results should be entered onto the Play Cricket site within 36 hours the game. Only the final totals and who won from how many balls needs to be uploaded. Wickets taken can also be included.

11. Umpires

- 11.1 Each team is to provide one umpire.
- 11.2 Two umpires per pitch (one from each team). The square leg is there to advise on run outs and no balls. Ideally the umpires should have equal amounts of time as the bowlers end umpire.

12. Scoring

- 12.1 Each team will have someone who can score. Teams will use the Countdown Cricket APP to score the games (Dynamos Option). The umpire can also be the scorer, but it is important that the score is agreed at regular intervals if the scorers are not together.

13. Age and Eligibility

- 13.1 Girls should fall into the under 13 age group for that season. They should therefore be Year 8 or below.
- 13.2 The softball league is designed for new and emerging cricketers who do not want to or are not ready for hardball cricket. It is not seen as a suitable place for cricketers who access cricket above the club level or who are established hardball cricketers. These established hardball cricketers are encouraged to help with the team and share knowledge and skills as role models.
- 13.3 For all divisions up to and including U15s, in the interests of 'Getting the Game On', coaches will notify the opposition that they intend to field (at least 24 hours before the game) up to 3 children no more than 1 year older playing. These players should not be accessing training above club level (YDC or County)

14. Borrowing/Loaning of Player

- 14.1 A team should always play with the majority of players from their own club.
- 14.2 If a team is short sided, the players that bowl and bat again will be nominated by the team manager. This should be discussed with the opposition manager.

15. Spirit of Cricket

- 15.1 All games should be played within the Spirit of Cricket and coaches should be actively encouraging girls in this.
- 15.2 Each team will nominate a Players Player at the end of the festival.