A picture containing diagram

Description automatically generated

Under 11 Countdown Softball League

1. **Aim**

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

1. **Pitch** 
   1. Two sets of wickets, 17 yards apart
   2. *Boundaries are ideally of 35-40 yards*
2. **Teams**
   1. Each team comprises of 8 players ideally
   2. Please be flexible. Teams should always be majority of their own club. Where there are 6 players, the two players facing the least number of balls will bat again and the opposing team will lend two players for fielding only.

1. **The Start**
   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.
2. **Equipment**
   1. The ball should be a junior windball
   2. Each team will bring their own ball
   3. The host club will provide bats for the games.
3. **The Game**
   1. Throughout the league each game shall consist of one innings per team
   2. The length of an innings will be flexible, but each pair should face at least 15 balls
   3. The game will be in pairs format
   4. Teams will use the Countdown Cricket App to score.
4. **Batting & Scoring**
   1. The batting side shall be divided into pairs.
   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.
   3. A batter may be out bowled, caught, run out, stumped, hit wicket.
   4. There is no LBW law.
   5. At the end of the first pair, batters retire and are replaced by the next pair until all players have batted.
   6. The second team then bats for an equal number of overs.
   7. If a team has less than the full complement of 8 players, then the person(s) who scored the lowest runs, shall bat again to ensure pairs bat.
   8. The umpire will use their discretion to ensure that the participants face a similar number of balls, whilst still keeping to the ‘feel’ of a cricket game.
5. **Extras – please discuss before play and make sensible decisions based on the playing experience for the girls.** 
   1. 2 runs will be awarded to the batting team for each wide ball and no extra ball will be bowled except for the last over, where the value of a wide remains as 2.
   2. A wide ball is considered a ball too wide for the batter to hit from their batting position.
   3. Tees will be placed either side of the batter with different coloured balls. A better will hit off a tee if a wide ball is bowled. The runs scored will be added to the wide.
   4. 2 runs will be awarded to the batting team for each no ball and no extra ball will be bowled except for the last over, where the value of a no ball remains as 2.
   5. 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.
      1. On the APP, record the extras as the value they are**. Do not** use the ‘extra’ button as this only records the value of 1 run. So, if a wide is bowled and they run, the score would add 3. You would then press 3.

****

1. **Bowling and Fielding** 
   1. Each player can bowl a maximum of a quarter of the number of balls (eg if 80 balls, then bowler can bowl 20)
   2. Bowling will take place from one end only.
   3. Bowling should be over arm where possible. Umpires will encourage bowlers to ball overarm, unless it is to the detriment of the batter. Under arm bowling will be accepted, if the bowler really struggles to bowl over arm, but the batter cannot be out bowled or caught. Coaches may help bowlers with their bowling to improve the experience of bowler and batter.
2. **The Result**
   1. The team with the higher score wins.
   2. The results should be entered onto the Play Cricket site. Only the final totals and who won from how many balls needs to be uploaded. Wickets taken can also be included.
3. **Umpires**
   1. Each team is to provide one umpire.
   2. Two umpires per pitch (one form 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.
4. **Scoring** 
   1. Each team will have someone who can score. Teams will use the Countdown Cricket APP to score the games.
5. **Age and Eligibility** 
   1. Girls should fall into the under 11 age group for that season. They should therefore be Year 6 or below.
   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.
6. **Borrowing/Loaning of Player**
   1. A team should always play with the majority of players from their own club.
7. **Spirit of Cricket** 
   1. All games should be played within the Spirit of Cricket and coaches should be actively encouraging girls in this.
   2. Each team will nominate a Players Player at the end of the festival.

**Logo

Description automatically generated with medium confidence**