

CTC KS3 (U13) Outdoor Softball Playing Regulations

UMPIRES & SCORERS

- School staff will be required to umpire and score their own games.
- At all times, coaching shall not be permitted during a match. In such an event, the Competition Manager shall request the coach/manager/parent or spectator to stop.

ELIGIBILITY

- This competition is open to **state schools** only.
- Under 13s participants shall be in Year 8 or below.
- **Boys/Mixed:** This is a 'mixed' competition to allow girls to play in a team should their school not be able to field a team in the girls only competition. There is no requirement for a ratio of boys/girls in this competition.
- **Boys who have represented Devon at hardball cricket (CAG) are not eligible to play.**
- **Girls:** This softball competition is aimed at those newer to the game and sides should be picked on this basis. Any players involved in an England or Regional Development squad are not eligible to play.

EQUIPMENT

- Match equipment will be provided by the festival organisers (SGO or Devon Cricket Foundation).
- Schools should bring their own plastic bats, however the DCF will provide some if needed.
- Schools must bring their own balls to warm up with, the DCF will provide match balls. Windballs will be used, with Incrediballs being used in the Girls' Finals.

PLAYING CONDITIONS

- 19 yard pitch
- Bowling should be from one end to ensure the game is played as quickly as possible.
- Teams should consist of **8 players each**, with a maximum of 10 players per squad.
- Each match should consist of **one innings per team**, with each innings lasting **40 balls**.
- Each player in the team should bowl **5 balls**; this includes the wicket keeper who can be rotated.
- Bowling should be overarm only.
- **Batting is in pairs for 10 balls per pair.**
- If a batter is out, the batting pair should swap ends, continue, and 5 runs are added to the fielding team's total (no runs are lost by the batting team).

BOWLING

- Each player in the team should bowl **5 balls**; this includes the wicket keeper who can be rotated.
- Bowling should be overarm only with a straight arm. If a bowler should bowl with a bent arm:
 - In the first instance always help the bowler to improve their action.
 - If bent arm bowling persists, then the batter can **ONLY** be dismissed by 'run out'.
 - The bowler should not be stopped from bowling in an over, unless the bowling is contributing to the safety of the game.

SCORING

- CTC (KS3) U13 softball can be scored using the Countdown Cricket app, using the Dynamos format. Alternatively, please use our paper scoresheet.
- Standard scoring rules of cricket apply (runs completed, plus boundary 4s & 6s) as well as:

WIDES

- If the ball is too wide for the batter to hit, it will be called a 'wide ball'. Cones/Markers can be used to show wide lines / creases.
- If a wide ball is called, then 2 runs shall be credited under extras, but no extra ball will be allocated.
- If a wide ball is bowled in the last set of 5 ball, then the ball will have to be re-bowled and 2 runs are added to the batting team's score.

NO-BALLS

- If the ball bounces above shoulder height, or is above waist height without bouncing, it will be a 'No Ball'. If the ball bounces twice or more before reaching the batter, this should also be called a 'No Ball'.
- If a no-ball is called, then 2 runs shall be credited under extras, but no extra ball will be allocated. The next ball will be a free-hit; this means on the next ball, the batter **cannot** be given out by any method of dismissal, apart from being run out.
- If a no-ball is bowled in the last set of 5 balls, then the ball will have to be re-bowled and 2 runs will be added to the batting team's score.

RESULTS

- The team scoring the most runs shall be the winner. If the scores of both teams are equal, then the team who took the most wickets shall be the winner.
- If teams are level on points at the end of the group stage, then the result between the two sides will determine the overall winner.
- IF this cannot decide the outcome, then the team who have scored the most runs (including wickets taken) will be the winner.
- If scores are still level after this, then it will go to the team who has taken the most wickets in their games.
- If a result cannot be reached after all this, then a bowl out between the two teams will take place.

Where matches are rained off / unfinished, a bowl-out with each person bowling one delivery at 3 stumps shall decide the winners. Eight players will bowl alternately at the stumps and if scores are level after eight attempts each it shall go to sudden death where the team with the most strikes with an equal number of deliveries shall be declared the winners.

METHODS OF DISMISSAL

Bowled, caught, run out, stumped, hit-wicket. There will be no LBWs unless a batter deliberately blocks the ball in front of the stumps.

COUNTDOWN CRICKET APP

The countdown cricket app is an easy way to score pairs cricket games on a phone or tablet. A few pointers:

- Use the Dynamos format – select the number of balls in the game format – 8 players – 40 balls.
- Select 2 teams – if you register you can add your custom teams.
- If the ball is wide or a no-ball, enter 2 + any runs scored off that ball.
- In the last set of 5, if the ball is a wide or no ball, enter 'extra' plus any runs scored off the following extra ball.