



CHANCE TO SHINE

Spreading the power of cricket

Gloucestershire- Chance to Compete – Indoor Softball

AIM

All Chance to Compete competitions have been designed to provide players with access to a fun, inclusive and fast paced format of the game. Competitions are generally run on a festival basis.

This is a softball competition to be played indoors with a junior size incrediball for Under 13s and Senior size for Under 15s.

All state secondary schools are eligible to play. Players must be **year 8 and under for under 13s and year 10 and under for under 15s** at the beginning of the competition.

The purpose of these rules are to provide a framework for the following:

- *County Cricket Boards running Winter/Spring Indoor Competitions through Chance to Shine*
- *These rules are non-age specific, and organisers must adapt pitch lengths in accordance with the age group taking part.*

TEAMS

Each team comprises of 8 players. Squads are limited to 10 players.

UMPIRES & SCORERS

Umpiring and scoring will be done by Gloucestershire Cricket Foundation coaches. In the event of non-availability, if teachers are happy to manage the game, that would be ok.

CLOTHING & EQUIPMENT

Schools to liaise to provide all players with the appropriate cricket clothing, i.e., PE kit. Cricket whites are not necessary.

Schools are encouraged to bring their own cricket kit to the event (bats, balls). Organisers will supply match balls, stumps and pitch markings.

VENUES

To be confirmed by local organisers.

- **Play should be from one end only** (this can be changed for each innings to ensure even wear if required). This helps the game to be played quickly.
- There will be one boundary wall, which is the back wall behind the bowler
- Games should last no more than **45 minutes** and umpires and officials/teachers are encouraged to have their players ready to bowl and bat.

County age group players (boys) are excluded from this competition.

Girl County age group girls CAN play but regional development centre players CANNOT.

The maximum pitch length shall be determined by which age group is playing (19 yards for u13, 22 yards for u15)

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- Teams shall consist of 8 players each
- Each match shall consist of one innings, with a maximum of **seven** 6 ball overs.
- Should time constraints impact, then games may be reduced to a minimum of 6 overs per innings ensuring that both sides face an equal number of overs.
- Matches can be reduced from 6 to 4 ball overs if required to ensure that games are completed on time. Game formats cannot be changed part way through a match.
- A maximum one over shall be bowled by each bowler. The nominated **wicketkeeper cannot** bowl.
- There will be a running crease at the non-strikers end. On a 22 yard pitch, this will be placed at 16 yards.
- Two batters shall be at the wicket at all times during an innings. In the event of a team losing 7 wickets within the permitted 7 overs, the last batter shall continue batting, with the last batter out remaining at the wicket as a non-striker. This is known as 'Last Batter Stands'.
- When a batter reaches or passes a personal total of **15** he/she shall retire, but may return to the crease on the departure of the 7th batter. Retired batters must return in order of their retirement and take the place of the retiring or dismissed batter. Two 'live' batters shall be at the wicket until such time as the 7th wicket has fallen. The batter shall retire again when he/she scores an additional 15 runs on her return to the crease, unless the batting team have no more batters to come in that have also been retired.
- If the ball passes, or would have passed, above shoulder height when the ball has pitched, or above waist height without the ball pitching of the batter standing upright at the crease, the umpire at the bowlers end shall call and signal 'No ball'. If the ball bounces more than twice before reaching the batter this should also be called 'No ball'. (Three bounces or more before the popping crease)
- If the ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play a 'normal cricket stroke' both from where he is standing and from where he should normally be standing at the crease, the Umpire shall call and signal 'Wide'.
NOTE: The above provision does not apply if the striker makes contact with the ball.

RESULTS

The team scoring the most runs in its innings shall be the winner. If the scores of both teams are equal, then the team taking the greater number of wickets shall be the winner.

If two teams are level on points at the end of the league stages, then the result between the two sides will determine the overall winner. If this cannot decide the outcome, then run rate will then decide the winners. This is calculated as follows – The total runs scored in the group games are added together with the wickets taken, each wicket taken will count as 10 runs towards the total. This will then be added together and the team with the highest overall score will win if scores are still level after this then it will go to the team

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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.

SCORING

Apart from the normal methods of scoring, the following variations shall apply: -

- 1 run will be awarded if the ball hits the wall or the ceiling/netting and the batters do not run
- 2 runs will be awarded if the ball does not hit the wall/netting and the batters complete a run
- 3 runs will be awarded if the ball hits the wall/netting and the batters complete a run.
- 4 runs will be awarded if the ball hits the back wall/netting without hitting the wall but bounces.
- 6 runs will be awarded if the ball hits the back wall/netting without hitting the wall but does not bounce
- 1 run shall be awarded if the ball is thrown by a fielder following fielding the ball and the ball hits any wall or the Ceiling/netting. This rule can apply more than once during the same delivery

No Ball

- A No ball shall score 2 penalty runs, recorded as a no ball extra
- From a No ball struck by the batter, runs shall be scored as in scoring regulations
- Law 24.14, stating that a no-ball **shall not** count as one of the over, **shall only be applicable in the 7th over of any innings.**

Wide

- If a wide ball is called, then 2 runs shall be credited under extras; any additional runs shall be credited under extras every time the batters complete a run, i.e. wide ball plus batters running one run = 3 runs
- Law 25.7, stating that a wide ball shall **not count** as one of the over, **shall only be applicable in the 7th over of any innings.**

METHODS OF DISMISSAL

Apart from the normal methods of dismissal, the following variations shall apply: -

In a 'Last Batter Stands' scenario, if the non-striking batter is run out then this will class as a dismissal, and then innings will be classed as completed.

Batters can be caught out off any wall or ceiling but not the boundary wall. If a ball hits a side wall first before striking the boundary wall, it is classified as still being 'in play' and therefore any run outs and catches off the wall can count

There will be no LBWs unless a batter deliberately blocks the ball in front of the stumps

The organiser's decision is final.

FINALS DAY

Venue and date TBC by Gloucestershire Cricket Foundation.

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