



CHANCE TO COMPETE

U15 - Outdoor Softball (Girls)

Key Stage 4

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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 outdoors with an incrediball. Details of the recommended ball sizes required for each age group are listed in Appendix 1.

All state secondary schools are eligible to play. Details related to the age group of players are listed in Appendix 1.

This is a Girls Only competition.

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Teams

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

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Umpires & Scorers

In the first instance, umpires and Scorers will be supplied by local clubs or Chance to Shine coaches. The role can also be taken on by PE staff or trained Young Leaders.

Clothing and Equipment

Schools and clubs to liaise and 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 bats to the event. Organisers will supply match balls, stumps and pitch markings.

For Chance to Compete Regional Finals – Chance to Shine branded plastic bats should be used by all batters.

Playing Conditions

Any players involved in an England Development Squad or Regional Development Centre are excluded from this competition. Any teams found to be playing these players will be disqualified. County Age Group players, who do not fit into the above categories, ARE eligible.

Venues

To be confirmed by local organisers. Organisers are encouraged to ensure high quality venues, supporting an excellent playing experience – ideally more than one pitch will be available.



Playing Rules

- Recommended boundary sizes defined by age group are listed in Appendix 1
- Pitch lengths are defined by age group and are listed in Appendix 1
- Bowling should be from one end only (this can be changed for each game to ensure even pitch wear if required). This is to ensure the game is played as quickly as possible
- Games are anticipated to last no longer than one hour and umpires and officials/teachers are encouraged to have their players ready to bat and bowl
- Teams shall consist of 8 players each, with a maximum of 10 players per squad
- Each match shall consist of one innings per team; with each innings lasting 50 balls, made up of ten 5 ball sets
- Balls shall be bowled in sets of 5, with each player in the team bowling a minimum of 5 balls; this includes the wicket-keeper who can be rotated. Two players in the team will be selected to bowl 10 balls
- A player who is selected to bowl 10 balls can bowl all 10 balls in a row, or this can be split into two sets of 5 balls
- Bowling should be overarm only
- Umpires are instructed to apply a consistent interpretation in regard to calling a wide ball. Pitch markings are encouraged to be used to aid this
- 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 they are standing and from where they should normally be standing at the crease, the Umpire shall call and signal 'Wide ball'. NOTE: The above provision does not apply if the striker makes contact with the ball



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- In the event of a 'Wide ball'; 2 runs will be added to the batting team under extras and the innings continues to the next ball. The rules state that a wide ball shall not count as one of the over, shall only be applicable in the last set of five balls of any innings
- Two batters shall be at the wicket at all times during the innings. In the event of a team losing 7 wickets within the permitted 50 balls, the last batter shall continue batting; facing all the remaining deliveries or until they are dismissed, 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 20 she shall retire, but may return 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 she scores an additional 20 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 once before reaching the batter this should also be called 'No ball' (two bounces or more before the popping crease)
- In the event of a 'No ball', a 'free hit' will be awarded to the batting team; this means on the next ball, the striking batter cannot be given out by any method of dismissal, apart from being run-out. For example, should the striker be bowled or caught from this delivery, they will remain at the wicket and continue batting

Scoring

CTC (KS4) U15 Softball (Girls) cannot be scored using the Countdown Cricket app. Please use our paper scoresheet.

Standard scoring rules of cricket apply (runs completed, plus boundary 4s & 6s), as well as:

No Ball

- If a no ball is called, then 2 runs shall be credited under extras, but no extra ball will be allocated
- However, if a no ball is bowled in the last set of 5 balls then the ball will have to be re-bowled
- From a no ball struck by the batter, runs shall be scored as in scoring regulations, i.e. if a no ball is bowled and the batter strikes the ball and runs two runs, the team shall score 4 in total; 2 runs shall be credited to extras, and 2 runs to the striking batter



Wide

- If a wide ball is called, then 2 runs shall be credited under extras, but no extra ball will be allocated
- However, if a wide ball is bowled in the last set of 5 balls then the ball will have to be re-bowled
- 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

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 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 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 amount of deliveries shall be declared the winners. No ball rule applies with no extra delivery. The ball may only bounce once.

Methods of Dismissal

Apart from the normal methods of dismissal contained in the Laws of Cricket, the following applies:

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

The umpire's decision is final

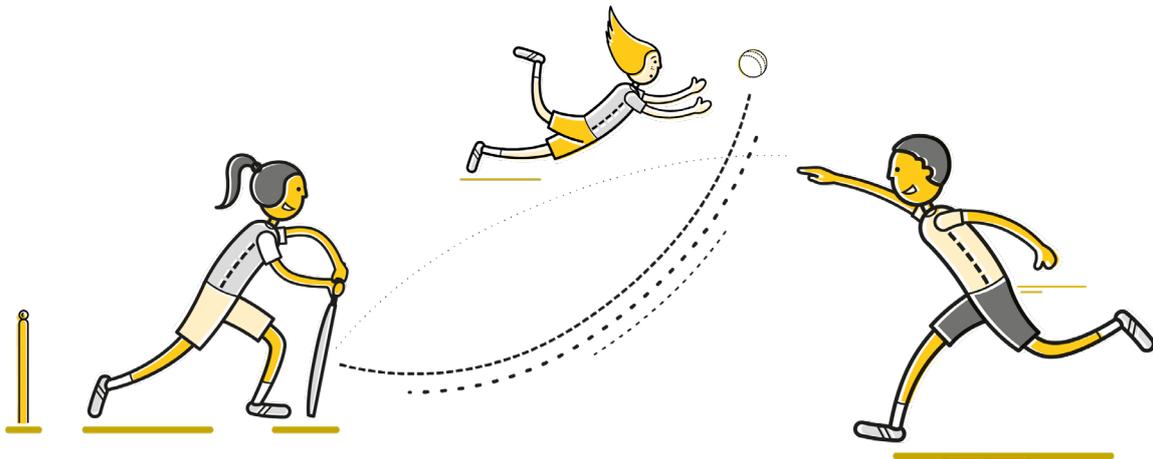
Wet Weather/Indoor

Should matches not be able to take place outdoors due to weather conditions, then organisers can ensure play takes place by adopting the Indoor format rules if a suitable indoor venue is available.

Please refer to the Chance to Compete Indoor rules in this scenario.

Finals Day

Venue and date TBC by local County Boards.



Appendix 1

ECB RECOMMENDED JUNIOR FORMATS					
	U9*	U11*	U13*	U15*	U17*
PLAYERS	6	8	Up to 11	Up to 11	Up to 11
PITCH LENGTHS (YARDS)	15	17	19	20 (Girls) 22 (Boys)	22
MAX BOUNDARY (M)	30	35 (Soft ball) 40 (Hard ball)	45 (Girls) 50 (Boys)	50 (Girls) 55 (Boys)	55 (Girls) 60 (Boys)
OVERS PER INNINGS SCHOOLS + CLUBS	12	16	20	20	20
OVERS PER INNINGS TALENT ⁽¹⁾	NA	Variety ⁽²⁾ (Girls) 20 (Boys)	Variety ⁽²⁾ (Girls) Max. 40 (Boys)	Variety ⁽²⁾	Variety ⁽²⁾
BALL SIZE** (OZ.)	Light / soft rubber ball	4.75	4.75	5.0 (Girls) 5.5 (Boys)	5.0 (Girls) 5.5 (Boys)

*INDICATIVE AGE
 **A LIGHT / SOFT RUBBER BALL TO BE USED FOR SOFT BALL CRICKET AT ALL AGE GROUPS
 FOR UNDER 10, 12 AND 14 RECOMMENDATIONS, PLEASE REFER TO THE INDIVIDUAL BOYS AND GIRLS RECOMMENDATIONS
⁽¹⁾ TALENT ENVIRONMENTS ARE DEFINED AS CRICKET PLAYED ABOVE CLUB OR SCHOOL I.E. DISTRICT, REGION, AREA OR COUNTY AGE GROUP (DEPENDENT ON THE LOCAL COUNTY DEFINITION / STRUCTURE)
⁽²⁾ FOR GIRLS, SEE SPECIFIC COUNTY AGE GROUP GUIDANCE

ISSUED: DECEMBER 2018

Age groups listed above are not mutually exclusive – if a Year 10 (U15) competition takes place then Year 8 (U13) pupils are eligible to compete. The rules regarding County Age Group players still exist, even if the individual is within a younger age group.

For any further queries related to player eligibility, please contact your local County Cricket Board.