

# THE 45

## Nonington CC Softball Festival 2022 rules

The 45 is a new softball cricket format adapted from Countdown Cricket Rules and similar to the 100 format.

### Eligibility

This festival is for softball cricketers only. Hardball players should not be included in any teams. A hardball player is defined as someone who plays, or trains with hardballs on a regular basis either at their club or school. All clubs should respect this rule and select sides accordingly.

The festival is aimed primarily at the Under-9 age group where all players must be 8 years old or younger at midnight on 1<sup>st</sup> September 2021. However, players who would be considered Under-11 (10 years or younger at midnight on 1 September 2021) are permitted to play as long as they meet the first eligibility requirement.

### Format

Teams will be randomly assigned into two equal sized leagues, where each team plays each other once.

The order of games and pitch numbers will be given to each team on the day. Each team manager is responsible for ensuring their team is in the correct place at the right time.

Results will be tallied in order to determine a ranking, where for the final match the corresponding position in each league will play each other eg 6<sup>th</sup> vs 6<sup>th</sup>, 5<sup>th</sup> vs 5<sup>th</sup> etc. This is to give the teams a closely matched final game, NOT to provide winners or final rankings.

The intention of the day is to give the children a taste of matches and most importantly to have fun! We do not intend to award a champion and team managers are asked to reinforce this objective with all players throughout the day.

### Pitches

Unlike Kwik cricket, Countdown Cricket uses boundaries to encourage juniors to hit 4s and 6s like their senior counterparts in The 100.

The boundaries will be marked using cones, and we will be using the recommended Under 9s set up:

- Wicket length - 15 yards
- Boundary size - 30m

### Equipment

Nonington CC will provide stumps, bails, balls and batting tees for all pitches.

Teams should bring their own Bats and Balls to use during practice when not playing.

Bats may be plastic or wooden but should be of suitable size and weight for the players.

Wicket keeping gloves are not to be used by any team.

### Umpiring & Scoring

Nonington CC will provide an umpire for each match who can score the game, however if teams have a volunteer who is able to score this would be helpful. Scoresheets will be provided.

# Playing Rules

## The Basics

Countdown cricket is similar to The 100 format.

Teams of 6 players. Additional players may field and bowl but only 6 players are allowed on the field at any time, and only 6 players may bat.

A 'bat flip' will take place at the start of the match between the captains to decide who will bat first. One captain should flip the bat and the other call, 'flat side up' or 'flat side down'. The winning captain will then choose for their team whether to bat or field first.

Players bat in pairs for 15 balls per pair, total 45 balls per innings.

Bowlers bowl 5 balls per 'set'.

Batters swap ends after each set of 5.

Each fielder must bowl at least one set and not more than 2 sets (10 balls)  
Bowlers may bowl 2 sets consecutively.

All bowling is from 1 end for the duration of the game.

## Scoring Runs

Batters score by completing runs between the wickets, or for hitting the ball past (4) or over (6) the boundary.

Batters may run if they do not hit the ball (byes), these should be recorded as runs.

Batting teams start on 0 (zero) unlike Kwik Cricket where they start on 200.

Teams are rewarded for taking wickets rather than being penalised for losing wickets- see 'Wickets' below.

## Wickets

Batters may be 'out' in the following ways:

- Bowled
- Caught
- Run Out

When a batter is out, the non-striker will face the next ball (even if they are the batter that is out).

A batter may not be out LBW or stumped (unless deemed to be attempting to run).

When batters are run out they will not receive any completed runs.

Following a wicket, 5 runs will be added to the fielding team's score. If they have already batted their score will increase.

If they have not batted yet, they will start their innings on 5 x number of wickets taken.

i.e. a team scores 50 runs batting first, then takes 3 wickets, total = 65 (50 + (3x5))

i.e. a team bowling first takes 4 wickets, they start their batting innings on 20 runs (4x5).

### **Bowling**

Bowling can be over arm or under arm.

### **Wides and No Balls**

A ball that is too high (above waist) or too low (bounces more than twice) will be deemed as a 'no ball'.

2 runs shall be awarded to the batting side, plus any additional runs from hitting the ball, or byes.

i.e. 2 runs for No Ball plus batter hits ball for 4 = 6 runs to batting side.

A ball that is too wide for the batter to hit shall be deemed as a 'wide'.

If the batter hits the ball or it hits their body it shall not be deemed a wide.

2 runs shall be awarded to the batting side plus any additional runs completed as byes.

i.e. 2 runs for wide plus batters complete 2 byes = 4 runs to batting side.

### **Free Hits**

There will be no extra ball following a wide or no ball even in the final set of an innings.

Instead, following a wide or no ball the batter will have a 'free hit'.

This will be from a batting tee (kept behind stumps at batter's end).

Batters must hit the ball, from the tee, in front of square (imaginary line extended from the batting crease to boundary on both sides, ball must be hit towards bowler's end).

Runs scored from a free hit will be added to the runs for that ball as above.

i.e. 2 runs from wide, plus batters complete 1 bye, plus batters complete 2 runs from free hit = 5 runs scored for that ball.

If batters are 'run out' from the free hit, they receive no runs for that ball.

*Scorers should wait for the free hit to be completed before adding runs for wides or no balls.*

### **The Result**

The team that scores more runs (once bonus runs for wickets have been added) is the winner.

Matches may end in a tie.