



Kent Cricket

WOMEN'S SOFTBALL INDOOR CLUB FESTIVALS

Competition Rules

1. TITLE

- ✓ The title of the Competition shall be the Kent Cricket Women's Softball Indoor Club Festival.

2. MANAGEMENT

- ✓ The control of the Competition shall be undertaken by Kent Cricket.
- ✓ All decisions relating to these rules or to matches played in the Competition shall be final and binding on all concerned.

3. TEAM ELIGIBILITY

- ✓ The competition shall be open to all women's club teams in Kent.
- ✓ A club may enter one or more teams, but players can only represent one of those teams throughout the course of an individual festival.

2. PLAYER ELIGIBILITY

- ✓ A player may represent a club in this competition if they are aged 12 years old or above on the day of the competition.
- ✓ Players in the U15 age group or older (14 years or older on 1st September the year prior to the competition) who play regional or county cricket (currently or in the past 3 seasons), will be ineligible to play in the Kent Women's Softball Indoor Cricket Festivals.
- ✓ Players who played three fixtures or more in the Kent Women's Premiership and/or Kent Women's Division One League in 2025, will be ineligible to play in the Kent Women's Softball Indoor Festival.
- ✓ Each club team must field at least 50% of players aged 18 or over in every fixture.
- ✓ Players may play for only one club in this competition, in any one season
- ✓ Each team may have a squad of up to 10 players with a maximum of 6 players taking part in each individual fixture.

3. CRICKET BALLS

- ✓ Kent Cricket shall be responsible for supplying senior incrediballs for the festival(s)
- ✓ Clubs are encouraged to bring their own equipment for warm-ups and cricket bats. Please get in touch if you need any support.



4 UMPIRES & SCORERS

- ✓ We ask clubs to provide one scorer per team for each fixture. Scoresheets will be provided by Kent Cricket, but please bring a clipboard and pen.
- ✓ Kent Cricket will supply match umpires, but if you have someone keen to umpire, please notify us, as this is always helpful.

5 PITCH

- ✓ The length of the pitch will be 19 yards.
- ✓ The running crease at the non-striker's end will be at 15 yards (to encourage running between the wickets)

6 MATCH DURATION

- ✓ 9 overs per innings.

7 BATTING

- ✓ Each batting pair bats for three overs each.
- ✓ Batters may run on any ball whether it is hit or not, i.e., if missed or it hits their body.
- ✓ The LBW law will only be applied if the batter **does not offer a shot** and the umpire is satisfied that the ball would then have hit the stump.
- ✓ Batters can be caught out off any wall or ceiling, except the boundary wall.

8 BOWLING

- ✓ Each player can only bowl a maximum of 3 overs within an innings
- ✓ All bowlers are **encouraged to bowl overarm**, but it's not essential
- ✓ Bowlers must bowl with a straight arm that the umpire deems legal, otherwise they will signal a no ball.
- ✓ Only 6 balls are to be bowled in any over, except in the final over, where 6 legal deliveries must be bowled
- ✓ 3 runs will be awarded to the batting team for each wide ball and no ball bowled, but no extra ball will be allocated, if a wide or no ball is bowled in the last over then the batting team still receive 3 runs **and** the ball will have to be re-bowled.
- ✓ All balls are to be bowled from one end only.
- ✓ ECB Fast Bowling Directives will NOT apply to this competition.

9 FIELDING

- ✓ Fielders in front of the batter must stand at least 8 yards from the batter, or against the wall, whichever is closer.
- ✓ The umpire must stop the game in the event of this rule being broken and ensure the fielder is further than 8 yards away from the batter before play resumes.



10 SCORING

- ✓ Each batting team starts with a score of 200 runs.
- ✓ Each time a batter is out, five runs are deducted and the other batter faces the next ball (except run-outs where batters do not need to change ends).
- ✓ Add 3 extra runs to the team score for each no ball or wide bowled by the opposing team.
- ✓ If the ball passes, or would have passed, above shoulder height of the batter standing upright at the crease, it will be a no ball and 3 runs are awarded.
- ✓ If the ball bounces **more than twice** before reaching the batter, it will be a no ball and 3 runs are awarded.
- ✓ Extras should not be added to the batters score, except no balls where additional runs are scored (example – a no ball is bowled, so 3 runs are added to extras, but the batter also hits it for 4 – which goes on the batter's score and the team score – overall team runs scored for this delivery is 7).
- ✓ No extra balls are to be bowled for illegal deliveries, except in the last over, when if a wide or no ball is bowled, 3 runs are still scored and the bowler must bowl each illegal delivery again.
- ✓ 1 run will be awarded if the ball hits the wall or ceiling and the batters do not run. This will remain a single run even if it subsequently hits the boundary wall.
- ✓ 2 runs will be awarded if the ball does not hit the wall or ceiling and the batters complete a run.
- ✓ 3 runs will be awarded if the ball hits the wall or ceiling and the batters complete a run.
- ✓ 4 runs will be awarded if the batter hits the ball against the boundary wall without hitting the side wall, but it bounces first.
- ✓ 6 runs will be awarded if the batter hits the ball against the boundary wall without hitting the side wall or ceiling and it does not bounce first.
- ✓ 1 run shall be awarded if the ball is thrown by a fielder following fielding the ball and the ball hits any wall. This rule can apply more than once during the same delivery.
- ✓ If a ball is irretrievable after being hit, the umpire will call 'Dead Ball' and the batting side will receive the runs they have achieved up until the umpire recognition of that 'Dead Ball'.
- ✓ If the ball is struck to hit, or hits the wall or ceiling as a bye, and a batter is subsequently run out, they would still get the 1 run for the ball hitting the wall, despite losing a wicket.

11 METHODS OF DISMISSAL *(only includes methods different to traditional dismissals)*

- ✓ The batter can be caught out after the ball has hit any wall, the ceiling, any relevant netting/curtains (at umpire's discretion), just **not directly from the boundary wall**.
- ✓ The batter or non-striker shall be given **not out** if the ball rebounds from a wall or ceiling and hits a wicket, **without** being touched by a fielder.
- ✓ The LBW law will be applied if the batter **does not offer a shot** and the umpire is satisfied that the ball would then have gone on to hit the stump.

12 RESULT OF A MATCH

- ✓ The team with the highest number of runs wins.



- ✓ If the number of runs for both teams are equal, then the team **taking** the greater number of wickets shall be the winner.
- ✓ If the wickets taken are still equal, a bowl off will take place, arranged by the organiser.

13 RESULT OF A COMPETITION (GROUP STAGE OR LEAGUE FORMAT)

- ✓ If a league format is used, 3 points will be awarded for a win, 2 for a tie or 1 for a loss.
- ✓ At the end of the league stage, if two or more teams have the same number of points the following shall apply:
 - The head-to-head result between two tied teams.
 - If still tied or a three-way tie, the team that has **scored** the most runs in total throughout the competition to that point.
 - If still tied, the team that has **taken** the most wickets in total throughout the competition to that point.

14 ORGANISERS DECISION

- ✓ In all matters relating to the competition the organiser's decision shall be final and binding.
- ✓ If an individual competition warrants adjustments to these rules due to venue/time/space factors, the organiser (Kent Cricket) will communicate that clearly to clubs but reserve the right to make adaptations.