



Kent County Cricket Club Ltd.
The Spitfire Ground, St. Lawrence
Old Dover Road
Canterbury
Kent, CT1 3NZ
kentcricket.co.uk
Tel: 01227 456 886

Kent Cricket - The Forty

Under 9 and Under 11 Club Competition Rules

The Forty is a softball cricket format for Under 9 and Under 11 age groups, adapted from Countdown Cricket Rules and similar to the 100 format, linked to Dynamos Cricket and Dynamos Schools to provide consistency in softball competitions for U9 and U11 players at both school and club level.

Eligibility

The competitions are open to any clubs affiliated to Kent Cricket or Dynamos Centres within the county.

Clubs or centres may enter multiple teams into the competition.

These competitions are 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.

Under 11 Competition:

All players must be 10 years old or younger at midnight on 1st September of the previous year to the season the competition is being played.

Under 9 Competition:

All players must be 8 years old or younger at midnight on 1st September of the previous year to the season the competition is being played.

Format

Clubs/teams that enter will be split into clusters and play local festivals at participating clubs giving them an opportunity benefit from hosting. Clubs are encouraged to create a festival atmosphere with music and refreshments available for players and spectators.

Following the local groups, the top 12 teams will be invited to Finals Day to compete for the county championship.

Pitches

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

These can be marked using painted lines, ropes, or cones, and should not overlap with other pitches if at all possible.

PRINCIPAL PARTNERS



ELITE PARTNERS



COMMUNITY PARTNERS





Kent County Cricket Club Ltd.
The Spitfire Ground, St. Lawrence
Old Dover Road
Canterbury
Kent, CT1 3NZ
kentcricket.co.uk
Tel: 01227 456 886

Wickets will be similar to Kwik Cricket and can be marked out on a good quality outfield using lines or cones.

Stumps to Batting crease 4ft (1.2m)

Width of Batting crease line 6ft 5in (2m)

- Mark both ends of the crease line with batting tees. These can be used to judge wides and will be used for free hits below.

Under 9's

Wicket length- 15 yards

Boundary size- 30m (or as close to, to make it viable to fit pitches around your ground)

Under 11's

Wicket length- 17 yards

Boundary size- 30m (or as close to, to make it viable to fit pitches around your ground)

Equipment

For local competitions the host club should provide stumps, bails, and batting tees for pitches, where possible these should be Dynamos Cricket Stumps. At finals day these will be provided by Kent Cricket.

Equipment per pitch,

- 2x sets of stumps.
- 2x batting tees placed at the edge of strike batters popping crease.
- 3x balls (2 for tees, one to bowl- ideally off a different colour).

Clubs and Teams should bring their own Bats to use during matches, and practice when not playing.

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

Balls should be a junior sized windball- NOT incredi-ball.

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

Umpiring & Scoring

Teams must provide a competent umpire and scorer for each game; this can be done by 1 person. Umpiring and scoring should be done by team Coaches, Managers or Young Leaders. Clubs should try to avoid using a parent whose child is participating where possible.

The batting teams umpire should stand at the bowlers end (Standing Umpire), the fielding teams umpire at square leg.

PRINCIPAL PARTNERS



ELITE PARTNERS



COMMUNITY PARTNERS





Kent County Cricket Club Ltd.
The Spitfire Ground, St. Lawrence
Old Dover Road
Canterbury
Kent, CT1 3NZ
kentcricket.co.uk
Tel: 01227 456 886

The Standing Umpire should inform the scorer(s) of runs scored for each ball to ensure accuracy.

Gone are the paper sheets and pens- get the new Countdown Cricket app on your phone or device for easy scoring of matches.

Scorers may need to register for an account to use the app and should download the app in advance of any competition.

Please ensure devices are charged.

App Scoring Set-up and scoring.

Also see our instructional video- <https://youtu.be/VWu6yvK58qA>

App downloads,

Android- [Click Here](#)

IOS- [Click here](#)

- Open Countdown cricket app
- Select 'New Game'
- Select 'Dynamos Cricket'
- Select 'Balls'
- Use sliders to select,
 - 8 players per team.
 - 40 balls per team.
- Select teams (from the 8 Hundred teams- assign one to each team) or if you have registered you can add a custom team name.
- Select which team bats first- and start game.
- App provides a summary of rules- click start game.
- App provides scoring screen, record balls as game is played, screen shows,
 - runs scored.
 - balls faced.
- Use the 'Undo' button to delete the last ball if you make any mistakes.
- After 5 balls the app will prompt to change bowler.
- After 10 balls the app will prompt to change batters and bowler.
- At the end of innings app will provide a summary of runs scored, wickets taken, runs added to fielding and runs required.
- Click 'Continue' to start next innings.
- Scoring Screen now shows,
 - runs required.
 - balls remaining.
- Score in the same way as first innings.
- Runs required will automatically increase as wickets are taken.

PRINCIPAL PARTNERS



ELITE PARTNERS



COMMUNITY PARTNERS





Kent County Cricket Club Ltd.
The Spitfire Ground, St. Lawrence
Old Dover Road
Canterbury
Kent, CT1 3NZ
kentcricket.co.uk
Tel: 01227 456 886

- If the team batting second overtakes the first innings score- 'runs required' changes to 'runs ahead'.
- Continue to play until all balls have been bowled.
- At the end, app will display summary of match- record final totals of runs for both teams.
- Completed scored matches can be found in 'my matches'.

Results

Host clubs should ensure all results are recorded accurately including runs scored by teams as these may be used to decide between top sides for finals day.

Headline results are to be submitted onto Play-Cricket. All fixtures for the competition will be hosted on the Kent Cricket Comps Play-Cricket page.

Playing Rules

You can find an instructional video here- <https://vimeo.com/689356934>

(Please note when setting up a game scoring on the app, use the new 'Dynamos' format- not pairs as stated in the video.)

The Basics

Countdown cricket is similar to the 100 format.

Teams of 8 players. Additional players may field and bowl but only 8 players are allowed on the field at any time, and only 8 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.

Players Bat in pairs for 10 balls per pair, total 40 balls per innings.

Bowlers bowl 5 balls per 'set'.

Batters swap ends after each set of 5.

Each player must bowl a set (5 balls)

PRINCIPAL PARTNERS



ELITE PARTNERS



COMMUNITY PARTNERS





Kent County Cricket Club Ltd.
The Spitfire Ground, St. Lawrence
Old Dover Road
Canterbury
Kent, CT1 3NZ
kentcricket.co.uk
Tel: 01227 456 886

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 on the app.

Batting teams start on 0 (zero).

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

Wickets

Batters maybe 'Out' in the following ways:

- Bowled
- Caught
- Run Out (Stumped is considered 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.

When batters are Run Out, they will not receive any completed runs.

Following a wicket, 5 runs will be added to the fielding teams 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).

The scorer app will calculate the above automatically.

Bowling

Bowling can be over arm or under arm. (We would encourage players to bowl overarm initially)

Extras- Wides and No-Balls

A ball that is unhittable, i.e. too wide, to high (above waist) or to low (bounces 3 times or more), will be deemed as an 'Extra' – there is no differentiation between wides or no-balls.

PRINCIPAL PARTNERS



ELITE PARTNERS



COMMUNITY PARTNERS





Kent County Cricket Club Ltd.
The Spitfire Ground, St. Lawrence
Old Dover Road
Canterbury
Kent, CT1 3NZ
kentcricket.co.uk
Tel: 01227 456 886

If the batter hits the ball, it should not be deemed as an extra, batters may score runs in the usual way.

If the ball is unhittable, the umpire will call 'wide or no-ball', followed by 'Free hit'. Once 'Free Hit' has been called, the ball that was bowled is considered dead.

The batter then has 3 seconds to hit one of the balls on the batting tees at the edge of the popping crease. This ball is now live.

If the batter does not hit the ball within 3 seconds, they lose their Free Hit.

Batters receive 2 runs plus any runs that result from the free hit. i.e. ball is wide, free hit goes for a boundary 4- 6 runs added to the team total.

Batters must hit their Free Hit in front of square- if it goes behind square no runs are scored from the Free hit except the 2 awarded for the extra.

Batters may only be run out from a free hit, in this case any runs scored will not be counted. i.e. ball is too high, free hit is struck, batters complete one run and are run out attempting a second run. 2 runs to the batting side- one wicket to the fielding side.

There will be no extra ball following an Extra, even in the final set of an innings.

Scorers should wait for the Free Hit to be completed before recording to the app.

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.

In knock-out stages a bowl off will take place.

During group stages, teams score,

- 3 points for a win
- 2 for a tie
- 1 for a loss

PRINCIPAL PARTNERS



ELITE PARTNERS



COMMUNITY PARTNERS

