



Under 12 Girls Festival- Indoor 6 a side Rules (soft ball)

The rules are based on the ECB Indoor 6-a-side National Club Championship, with minor changes to encourage full involvement.

Teams shall consist of 6 players each although players may be changed and rotated, to allow more than 6 to play in a match.

Each match shall consist of one innings per team. Each innings shall consist of a maximum of 6 x 6 ball overs.

The batting team bat in pairs, with each pair facing 2 x 6 ball overs. Batters are not out if they are dismissed, but 5 runs will be deducted from the team's total.

The pitch length is 18 yards. To encourage running between the wickets, a 'Running Crease' will be marked at the non-striker end, so batters only need to run approx. 15 yards to complete a run.

The ball will be an INCREDIBALL

All fielders must bowl one over each.

Wicket keepers may wear wicket keeping gloves as optional.

Result

The team scoring the most runs in their 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 the teams are still equal, then the match will be a tie.

Scoring

A ball struck to hit the boundary wall behind the bowler without touching the floor or any other wall or ceiling, shall count as boundary 6 runs. If, however, the ball touches the floor but does not touch any of the other walls or the ceiling and hits the boundary wall, then it shall count as boundary 4 runs.

Before the start of play, the boundary wall, ceiling, side walls and back walls shall be determined and agreed.

If a ball is struck into an open gallery, or behind netting or a fence, or lodged in any other place where it cannot be instantly retrieved, the ball becomes dead and the striker is credited with 1 run or if in the opinion of the umpire, the batting pair would have completed a run, then 3 runs will be awarded.

Any ball struck to hit the ceiling or one or more of the side or back walls shall count as 1 run, even if the ball subsequently hits the boundary wall, in which case it remains in play.

2 additional runs shall be scored if the batters complete a run (if the ball is struck and hits the ceiling or side or back wall and a batter is run out, 1 run shall be scored). If the ball is struck directly to the boundary wall (4 or 6), no additional runs can be scored, and no batters can be run out.



2 runs shall be scored if the striker plays the ball and it does not hit a wall and the batters complete a run.

A bye shall count as 1 extra if the ball hits a wall (including the boundary wall); a leg bye shall count as 1 extra if the ball hits a wall (including the boundary wall); In each case, if the batters complete a run, 2 additional extras shall be scored.

2 byes or leg byes shall be scored if the batters complete a run without the ball hitting a wall.

Each wide or no ball will count as a delivery and 2 extras will be added to the score. This applies to all overs. Any runs scored off a wide (byes) or no ball (played by the batter) shall be added to the score.

An overthrow hitting any wall or walls shall count as only 1 run to the batter or to the total of extras as appropriate. Additional overthrows can only ensue from each additional throw which goes on to hit a wall or walls (the batters shall not change ends).

Methods of Dismissal

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

The batter shall be caught out by a fielder after the ball has hit the ceiling, the netting or any wall, except directly from the boundary wall, provided the ball has not touched the floor.

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.

No Ball

If A HIGH PITCHED BALL passes, or would have passed, above WAIST height of the batter standing upright at the crease, the umpire at the bowler's end shall call and signal 'No Ball'. Any ball not pitching on the mat shall be called 'No Ball'. If the ball bounces MORE THAN TWICE before reaching the batter, it will be a 'No Ball'.