



THE Forty5

Under 9 and Under 11 Club competition rules

The Forty5 is a new 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 2021.

Under 9 Competition:

All players must be 8 years old or younger at midnight on 1st September 2021.

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.

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

Under 9's

Wicket length- 15 yards



Boundary size- 30m

Under 11's

Wicket length- 17 yards

Boundary size- 30m

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.

Clubs and Teams should bring their own Bats and Balls 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 who's child is participating where possible.

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

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.

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.



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.

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 on the app.

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 maybe '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 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.

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 Batters 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 bowlers 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 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