

Squads

- A squad consisting of a maximum of 12 players, with no more than 9 on the field at one time
- There must be a 5/4 split of boys and girls on the field. (This can be either 5 boys and 4 girls or 5 girls and 4 boys)
- Substitutions can only be made in the event of injury and at the start of a new game. (Players on the field at the start of the game must finish that game).
- The bowler must be a girl, the backstop can be a boy or a girl.

Batter

- Wait in the backward area well away from 4th post
- If out, wait in the backward area well away from 1st post
- You will have one good ball bowled to you

No Ball if:

- Not smooth underarm action
- Ball is above head or below knee
- Ball bounces on way to you
- Is wide or straight at body
- The bowlers foot is outside the square during the bowling action
- You can take a normal run on a no ball, but once you reach 1st post you cannot return. You score in the normal way.

Scoring:

- 1 rounder if 4th post reached and touched before the next ball is bowled
- 1 rounder if 4th post reached on no ball (you cannot be caught out)
- ½ rounder if 4th post reached without hitting the ball
- ½ rounder if 2nd post reached after hitting the ball (however you must stay at 1st whilst ball is in the backward area)
- Penalty ½ rounder for obstruction by a fielder
- Penalty ½ rounder for 3 consecutive no balls (to the same batter)
- 1 rounder for a backward hit if 4th post reached, providing you stay at 1st whilst the ball is in the backward area

Out when:

- Caught
- Foot over front/ back line of batting square before missing or hitting a good ball
- Running inside post (unless obstructed)
- The post you are running to is stumped
- You lose contact with the post during bowler's action when she has possession in her square
- You overtake
- You obstruct (you have right of way on track only)

Running around the track:

- If you stop at a post you must keep contact with the post, hand or bat. If you do not, the fielding side can stump the following post to put you out.
- You can run on to a post even if it has been previously stumped (you do not score if you do it on 4th post)
- When the bowler has the ball in her square, you cannot move on, but if you are between posts, you can carry on to the next
- You cannot have two batters at a post. The umpire will ask the first to run on when 2nd one makes contact
- At a post, you do not have to move on for every ball bowled
- You can move on as soon as the ball leaves the bowlers hand, this includes no balls
- You must touch 4th post on getting home

Other local rules:

- No gloves to be worn by players
- The finals will consist of two innings, each of 6 minutes. The timing of the family festivals is however at the discretion of the SSCO
- Two teachers will umpire matches in the finals (not their own team). It is strongly recommended that umpires in your family festivals, have a strong knowledge of the above rules
- The finals will consist of two pools with winner A playing winner B.

5 points - win

3 points - draw

1 point - loss

Contact Details

For further information please contact Adam Pilkington adam.pilkington@ntlp.org.uk

Responsibility of Umpires

Batters Umpire

- Timing
- Calling no balls (high & low)
- Watching for obstruction, out, contact with the post at first & fourth
- Calling out if a player is caught or stumped
- Backward hit (“ wait at first”)
- Call if a rounder or ½ rounder is scored
- Check that fourth post has been contacted after the player has run around
- Bowler out at the front of the box
- Batter out of the front or back of the box

Bowlers Umpire

- Call wides
- Call body balls related to the starting stance of the player
- Responsible for 2nd & 3rd post (as above)

BOTH UMPIRES KEEP A RECORD OF THE SCORE