

ALEXANDRA AND EASTERN HILLS UNDER 10`S PLAYING CONDITIONS



GENERAL PLAY

- What you need – set of witch's hats/cones, two sets of movable stumps, two batting tees, soft Incredaball and two bats. Mats are preferred but optional. You can play the game on grass as long as the kids are getting a game.
- There is to be a maximum of 8 players (1 bowler, 1 wicket keeper and 6 fielders) on the field at one time. For teams with more than 8 players there is to be sit out point's (you could have drinks at these points or stand next to the square leg umpire) and would be preferred before the player is the bowler or wicketkeeper. Refer to the oval set up diagram.
- The 6 fielding spots should be marked with a cone or marker of some sort and be no closer than 10m from the batsmen. The fielders can't move from the cones until the ball has been played. This gives the kids a reference point when fielding and helps in opening up the field for more scoring (the games are tippy go).
- For teams with less than 8 players just remove the appropriate number of fielding spots. You can play this game with 6 players per team as long as kids are getting a game.
- The game will go for as long as it takes for each player from both teams to face roughly 12 balls and bowl 2 over's how this is done is up to the coaches on the day. Teams can be evened out or kids can have an extra bat or bowl as long as everyone gets a fair go.
- The game is to be played from one end only. The Fielding team moves one spot clockwise after every over (Hence the fielding cones). This keeps the kids and the game on the move, Gives the players a chance to face 4 different bowlers of different skill levels and breaks up time waiting to have a bowl.
- Mix up your team don't just have the good bowlers bowling to the good batters every kid deserves the chance to improve his/her cricket. Sometimes it's easier to hit a ball that's bounced once opposed to one rolling along the ground. But in the case of a total mismatch commonsense from the coaches is needed.

BATTING

- Batting Pairs are allocated 4 Over`s with each player facing roughly 12 balls.
- The Umpires/Coaches are responsible for rotating players if one striker faces to many balls.
- When hitting off the tee batsmen should be encouraged to hit a shot in front of the wicket not behind the stumps. This is to encourage better shot making.
- 10 bonus runs are added to the players score when they remain not out after their innings. Excluding run outs.
- **Tippy go!!!** This is to encourage more opportunities for running between wickets, run scoring and run outs (fielding) making the game faster and more enjoyable for the players.
- A run out should be marked in the score sheet as a zero to the striking batsmen (even if they have ran two etc) and zero to the bowler. Use a special mark e.g. RO if you need a reference for record keeping, data...etc. A run out has no bearing on the 10 batting bonus runs.
- No LBW`s.

BOWLING

- The bowler should be encouraged to bowl from where ever they feel comfortable. Move the stumps and the running batsmen down to that spot and play from there. (Shorter bowling area = shorter runs) run outs to be judged by the umpire remembering there`s no line and it`s under 10s.
- The bowler cannot bowl more than 6 balls per over. No extra balls for wides.

- The 3rd or 6th wide for the over is a free hit from the batting tee to the player that faced that delivery.
- Each Bowler will bowl a min of 2 over`s each. Any extra over`s to be bowled after this is up to the coach and should be shared around.
- The bowler and fielders should celebrate the first wicket of the game for each bowler just like there hero`s, But in the interest of fast and fair play be keep to a minimum there after. Reserve them for special catches/run outs etc.

SCORING

- Wides are scored as 1 run to the Batsmen; when on a free hit add the scoring shot plus the wide. e.g. 1 wide + 4 runs = 5.
- 4 runs are scored when the ball beats the fielders (fielding cones)
- 6 Runs are scored when the ball is hit well over the fielders (fielding cones) this should be a good hit and up to the umpire to make the call.
- The batsmen can still run after a 4 or 6 is scored and is added to the Batmen`s score e.g. a 4 is scored and they run 2- they get 6 runs. If they are run out it just goes back to the boundary scored. On smaller ovals where the ball could go over a road or in to a school... etc let the kids run a couple of runs then stop them once again this is the umpires call.
- This gives the kids more opportunity to score lots of runs, keeps the fielders in the game, Makes the game continues and no need to put out 40 cones to mark a boundary just keep the spectators a good distance away.
- This game has been set up for the enjoyment of the kids. The player`s efforts and team work should be celebrated, there are lots of opportunities to get lots of runs, take wickets and get plenty of action in the field but sometimes a winning team is needed by some. In this case just take away 5 runs for every wicket that fall`s in the

innings (not including run outs) from the total score of all the batsmen (Including bonus runs). This is your total team score.

