

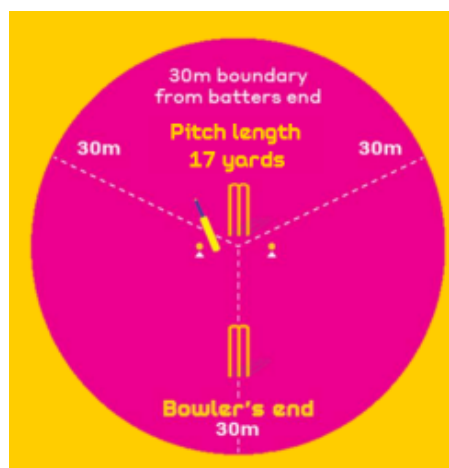
# U9 FESTIVAL FORMATS



# DYNAMOS CRICKET

## COUNTDOWN CRICKET (6-A-SIDE) 60 BALLS

<b>PLAYERS</b>	6
<b>TIME REQUIRED</b>	Approx 50 minutes
<b>BOWLING</b>	5 Balls per player and then rotate with next fielder to bowl Each player will bowl twice Underarm & overarm bowling is allowed
<b>PITCH LENGTH</b>	15 Yards
<b>BATTING</b>	Pairs (20 Balls Per Pair) Umpires should use their discretion to swap batters so each is given the opportunity to contribute
<b>SCORING</b>	Via Countdown Cricket Scorers App Android - <a href="#">Click Here</a> IOS - <a href="#">Click Here</a>
<b>RUNS</b>	Are scored by hitting past (4 runs) or over (6 runs) the boundary or completing "runs" between the wickets. No-balls and wides are scored as 2 runs to the batting team and no extra delivery bowled
<b>FREE HIT</b>	Following a no ball or wide, the batter receives a "free hit" from the batting tee, and any runs scored are added to the total for that delivery (for example 2 runs for a wide, plus 1 run from the "free hit" = 3 runs) Batters have 3 seconds to take their free hit and it must be hit Infront of square
<b>OUT IF</b>	Bowled, Caught, Run-out (if out, swap ends and continue, 5 runs to be added to the fielding team)
<b>FIELDING</b>	Rotate after each over (5 balls)
<b>BYES</b>	Yes, if batter misses the ball or it hits part of their body they can still run
<b>NO BALLS / WIDES</b>	Yes, if deemed un-hittable e.g rolling or too high to be hit fairly



# DYNAMOS CRICKET

## COUNTDOWN CRICKET (8-A-SIDE) 40 BALLS

<b>PLAYERS</b>	8
<b>TIME REQUIRED</b>	Approx 32 Minutes
<b>BOWLING</b>	5 Balls per player and then rotate with next fielder to bowl Each player will bowl once Underarm & overarm bowling is allowed
<b>PITCH LENGTH</b>	15 Yards
<b>BATTING</b>	Pairs (10 Balls Per Pair) Umpires should use their discretion to swap batters so each is given the opportunity to contribute
<b>SCORING</b>	Via Countdown Cricket Scorers App Android - <a href="#">Click Here</a> IOS - <a href="#">Click Here</a>
<b>RUNS</b>	Are scored by hitting past (4 runs) or over (6 runs) the boundary or completing "runs" between the wickets. No-balls and wides are scored as 2 runs to the batting team and no extra delivery bowled
<b>FREE HIT</b>	Following a no ball or wide, the batter receives a "free hit" from the batting tee, and any runs scored are added to the total for that delivery (for example 2 runs for a wide, plus 1 run from the "free hit" = 3 runs) Batters have 3 seconds to take their free hit and it must be hit in front of square
<b>OUT IF</b>	Bowled, Caught, Run-out (if out, swap ends and continue, 5 runs to be added to the fielding team)
<b>FIELDING</b>	Rotate after each over (5 balls)
<b>BYES</b>	Yes, if batter misses the ball or it hits part of their body they can still run
<b>NO BALLS / WIDES</b>	Yes, if deemed un-hittable e.g rolling or too high to be hit fairly

# TRADITIONAL PAIRS CRICKET

## 6-A-SIDE



Wiltshire  
Cricket

<b>PLAYERS</b>	6
<b>TIME REQUIRED</b>	Approx
<b>OVERS</b>	12
<b>BOWLING</b>	2 overs per bowler
<b>PITCH LENGTH</b>	15 Yards
<b>BATTING</b>	Pairs (4 Overs Per Pair) Umpires should use their discretion to swap batters so each is given the opportunity to contribute
<b>SCORING</b>	Each team starts on 200 runs
<b>RUNS</b>	Are scored by hitting past (4 runs) or over (6 runs) the boundary or completing "runs" between the wickets. No-balls and wides are scored as 2 runs to the batting team and no extra delivery bowled
<b>OUT IF</b>	Bowled, Caught, Run-out, stumped, hit wicket (if out, swap ends and continue, 5 runs to be taken from the batting total)
<b>FIELDING</b>	Rotate after each over
<b>BYES</b>	Yes, if batter misses the ball or it hits part of their body they can still run
<b>NO BALLS / WIDES</b>	Yes, if deemed un-hittable e.g rolling or too high to be hit fairly. 2 runs awarded and no extra ball bowled

# TRADITIONAL PAIRS CRICKET

## 8-A-SIDE



Wiltshire  
Cricket

<b>PLAYERS</b>	8
<b>TIME REQUIRED</b>	Approx
<b>OVERS</b>	8
<b>BOWLING</b>	1 over per bowler
<b>PITCH LENGTH</b>	15 Yards
<b>BATTING</b>	Pairs (2 Overs Per Pair) Umpires should use their discretion to swap batters so each is given the opportunity to contribute
<b>SCORING</b>	Each team starts on 200 runs
<b>RUNS</b>	Are scored by hitting past (4 runs) or over (6 runs) the boundary or completing "runs" between the wickets. No-balls and wides are scored as 2 runs to the batting team and no extra delivery bowled
<b>OUT IF</b>	Bowled, Caught, Run-out, stumped, hit wicket (if out, swap ends and continue, 5 runs to be taken from the batting total)
<b>FIELDING</b>	Rotate after each over
<b>BYES</b>	Yes, if batter misses the ball or it hits part of their body they can still run
<b>NO BALLS / WIDES</b>	Yes, if deemed un-hittable e.g rolling or too high to be hit fairly. 2 runs awarded and no extra ball bowled