

# Dynamos Schools Countdown Cricket Rules



Dynamos Cricket provides a perfect introduction for all 8-11 year olds new to the sport. It provides children with a more social offer and in schools, an exciting game of countdown cricket.

## Competition Age Groups

- Year 5/6 Girls & Year 5/6 Open

## Players

- 8 a-side

## Bowling

- Each player must bowl 5 balls per set, every player must bowl at least one 5 ball set
- Overarm bowling encouraged for all players (straight arm), 2 bounces allowed. If underarm, only 1 bounce allowed - otherwise deemed a 'no-ball'.

## Pitch Length

- 16 yards (14.6m)

## Batting

- Pairs, 10 balls per pair (flexible game length & can be increased to 15 or 20 balls per pair at the discretion of competition organisers).
- Umpires should use discretion to swap batters so that each is given an opportunity to contribute.
- Plastic bats should be used wherever possible.

## Scoring

- Via the 'Dynamos' section of the Countdown Cricket scorer app: Android [Click here](#) or iOS [Click here](#)

## Runs

- Are scored by hitting past (4 runs) or over (6 runs) the boundary line or completing 'runs' between the wickets.
- No-balls & wides are scored as 2 runs to the batting team and no extra delivery to be bowled.
- **INDOORS:** indoor rules for run scoring should be used, please see diagram on p2.

## Free Hit \*

- Following a no-ball or a 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 must hit in front of square.

## Out if

- Bowled, Caught, Run Out (if out, swap ends and continue, 5 runs added to the fielding team). **INDOORS:** Batters can be caught out off of the side & keeper walls.

## Fielding

- Rotate after each over (optional).
- Wicketkeeping gloves are allowed.
- **SAFETY:** Except for the wicketkeeper no fielder may field within 10 yards of the bat.
- Fielders MUST NOT move from original positions for free hits

## Byes

- Yes, if batters miss the ball or it hits part of the body they can still run.

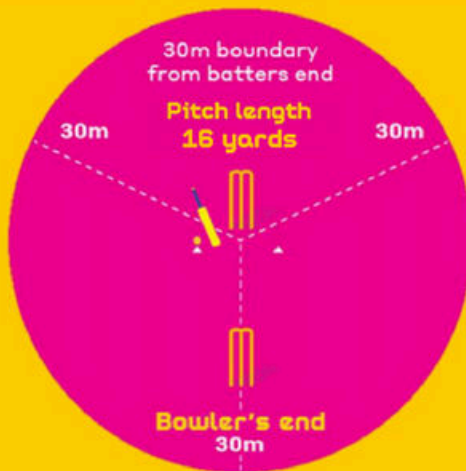
## No-balls/Wides

- Yes, if deemed un-hittable e.g. bouncing more than twice, rolling, too high or too far to be hit fairly.
- If a no-ball is hit for 4/6 runs during the initial delivery, a "free hit" is not required.

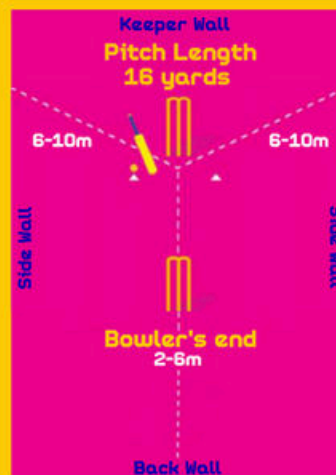
## \* Free Hit Clarifications

- Where batting tees aren't available, the ball can be placed on a cone as an alternative.
- Two different colour balls should be used, one to bowl with & the other on the tee.
- "Free hit" rule optional for indoor version of the game (discretion of competition organisers).
- Fielders **MUST NOT** move from original positions for free hits

### Outdoor Pitch Setup



### Indoor Pitch Setup



### Rule Modifications

- Hitting side or keeper wall = 1 run, Hitting Back Wall = 4/6 runs
- Batters can be caught out off the side or keeper wall
- 2 runs scored when batters run once between the wickets
- Other Local Rules may apply\*

