**JUNIOR RULES - SECTION SIX**

**RULES OF PLAY FOR THE UNDER 10s COMPETITION**

1. Under 10s games are non-competitive and should be treated as such.  
   It’s not even necessary to formally score the game
2. All games should be played with a soft ball, so that protective equipment is not required.
3. Plastic or wooden bats are permitted, but in the interests of fairness, both teams should use the same kind of bat.
4. Underarm bowling is allowed.
5. In Under 10s games, the pitch shall be a maximum of 17 yards in length.  
   It’s not necessary to use the square, pitches can be put on the outfield. It’s not necessary to mark pitches with paint, cones can be used.
6. An Under 10 team will normally comprise of eight players, but any number can be played if coaches agree
7. Games will normally be of one innings per side, with each innings being eight overs long. But any length of game can be agreed.
8. Teams will normally bat in pairs.
9. If the game is being scored, each team shall commence its innings with a score of 150 runs.
10. Batters shall have unlimited “lives” but each life lost shall result in 5 runs being deducted from the total. Batters shall change ends at the fall of a wicket with the exception of the last ball of an over.
11. Each player of the fielding side should bowl – but no-one should be forced to bowl.
12. We strongly encourage the field to “rotate” every over giving each child the opportunity field in different positions, including wicketkeeper.
13. Apart from the wicketkeeper, all players should be at least 10 yards from the bat.
14. The winning team shall be the team scoring the greater number of runs after the deductions for the fall of each wicket.
15. No Balls, Wides, LBW
16. These rules are also in place to help include more and less able players on a more level playing field.
17. Extra ball and 1 run for each no ball and wide. Max of 8 ball overs.
18. Wides should be judged leniently - right to edge of crease on either side
19. No-balls should be judged extremely leniently, and only in the instance that the batter truly cannot hit the ball. There are no no-balls for throws or multiple bounces / rolling.
20. There is no LBW.