

YEAR 3 - 4 SOFTBALL - TAMARIKI

SET UP A GAME	
Hours of play	Friday Night - 5.30pm start time, Saturday Morning – 8.45am start time. GAME DURATION: 2 HOURS
Team	8-10 players
Overs per team	16 overs: An over shall consist of 6 balls bowled including all extras, eg. wides and no-balls.
Pitch Length	14 meters
Boundaries	Minimum 25 meters Maximum of 30 meters from the centre of the pitch.
Equipment	Spring-loaded or plastic stumps. Pliable plastic/soft ball or similar. Plastic or wooden bats Any clothing, preferred team clothing to be school or club uniforms.
GAME IN PLAY	
Batting	Players will bat in pairs. Each batting pair will bat for 3-4 overs . <ul style="list-style-type: none"> - All Players should have an 'even-share' to face the bowler/ strike the ball. - Any wickets taken will increase the bowling teams' score by +3 runs and the batters must change ends. - Individual batting scores are added together for the partnership score. - Batters can be dismissed: Bowled, Caught or Run Out. There are no LBW's or Stumpings
Bowling	All bowling is to take place from one end only. <ul style="list-style-type: none"> - Run ups for bowlers should not exceed more than 10 meters. - All players must bowl minimum 1 over or a maximum of 2, including the wicket-keeper <p>Bowling Extras:</p> <ul style="list-style-type: none"> - Any wides or 'no-balls' shall be counted as +2 runs each (which are to be added to the batting team's total). - <i>No-Balls: a ball over waist height on the full.</i> - <i>Wide: if the batter cannot reach the ball while in their stance. A wide cannot be called if the batter makes any contact with the ball.</i>
Fielding	<ul style="list-style-type: none"> - No fielder is allowed to stand within ten meters of the batter. - Fielders including the wicket-keeper should rotate clockwise at the end of each over to experience different fielding positions. - No more than three fielders are permitted on the leg-side.