

PLAYING CONDITIONS; JUNIOR - TAMARIKI

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 players per team (Waikato), 8-10 players (Counties Manukau)
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	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	<p>Players will bat in pairs. Each batting pair will bat for 3-4 overs.</p> <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	<p>All bowling is to take place from one end only.</p> <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.