

1st Batting Team:

	Ball Countdown									
Pair 1	40	39	38	37	36	35	34	33	32	31
Pair 2	30	29	28	27	26	25	24	23	22	21
Pair 3	20	19	18	17	16	15	14	13	12	11
Pair 4	10	9	8	7	6	5	4	3	2	1
	0									

	Names	Runs	Total
Pair 1			
Pair 2			
Pair 3			
Pair 4			
Fielding Bonuses (+5 per wicket)*	2nd Bowling Team		
	Grand Total		

2nd Batting Team:

	Ball Countdown									
Pair 1	40	39	38	37	36	35	34	33	32	31
Pair 2	30	29	28	27	26	25	24	23	22	21
Pair 3	20	19	18	17	16	15	14	13	12	11
Pair 4	10	9	8	7	6	5	4	3	2	1
	0									

	Names	Runs	Total
Pair 1			
Pair 2			
Pair 3			
Pair 4			
Fielding Bonuses (+5 per wicket)	1st Bowling Team		
	Grand Total		

Players	8
Bowling	5 balls per player then rotate with next fielder to bowl. Underarm & Overarm bowling allowed
Pitch length	Click here: ECB Recommended Junior Formats 17 yards (15.5m) Year 5 & 6 or 15 yards (13.7m) Year 4
Batting	Pairs (10 balls per pair). Umpires should use discretion to swap batters so each is given an opportunity to contribute
Scoring	via 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 or completing 'runs' between the wickets. No-balls & wides are scored as 2 runs to batting team and no extra delivery to be bowled.
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)
Fielding	Rotate after each over SAFETY: Except for the wicketkeeper no fielder may field within 10 yards of the bat
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. rolling, too high or too far to be hit fairly



1st Batting Team:

	Ball Countdown									
Pair 1	60	59	58	57	56	55	54	53	52	51
Pair 1	50	49	48	47	46	45	44	43	42	41
Pair 2	40	39	38	37	36	35	34	33	32	31
Pair 2	30	29	28	27	26	25	24	23	22	21
Pair 3	20	19	18	17	16	15	14	13	12	11
Pair 3	10	9	8	7	6	5	4	3	2	1
	0									

	Names	Runs	Total
Pair 1			
Pair 2			
Pair 3			
	Fielding Bonuses (+5 per wicket)	2nd Bowling Team	
		Grand Total	

2nd Batting Team:

	Ball Countdown									
Pair 1	60	59	58	57	56	55	54	53	52	51
Pair 1	50	49	48	47	46	45	44	43	42	41
Pair 2	40	39	38	37	36	35	34	33	32	31
Pair 2	30	29	28	27	26	25	24	23	22	21
Pair 3	20	19	18	17	16	15	14	13	12	11
Pair 3	10	9	8	7	6	5	4	3	2	1
	0									

	Names	Runs	Total
Pair 1			
Pair 2			
Pair 3			
	Fielding Bonuses (+5 per wicket)	1st Bowling Team	
		Grand Total	

Players	6
Bowling	5 balls per player then rotate with next fielder to bowl. Each player will bowl twice. Underarm & Overarm bowling allowed.
Pitch length	Click here: ECB Recommended Junior Formats 17 yards (15.5m) Year 5 & 6 or 15 yards (13.7m) Year 4
Batting	Pairs (20 balls per pair). Umpires should use discretion to swap batters so each is given an opportunity to contribute
Scoring	via 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 or completing 'runs' between the wickets. No-balls & wides are scored as 2 runs to batting team and no extra delivery to be bowled.
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.
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Fielding	Rotate after each over SAFETY: Except for the wicketkeeper no fielder may field within 10 yards of the bat
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. rolling, too high or too far to be hit fairly

