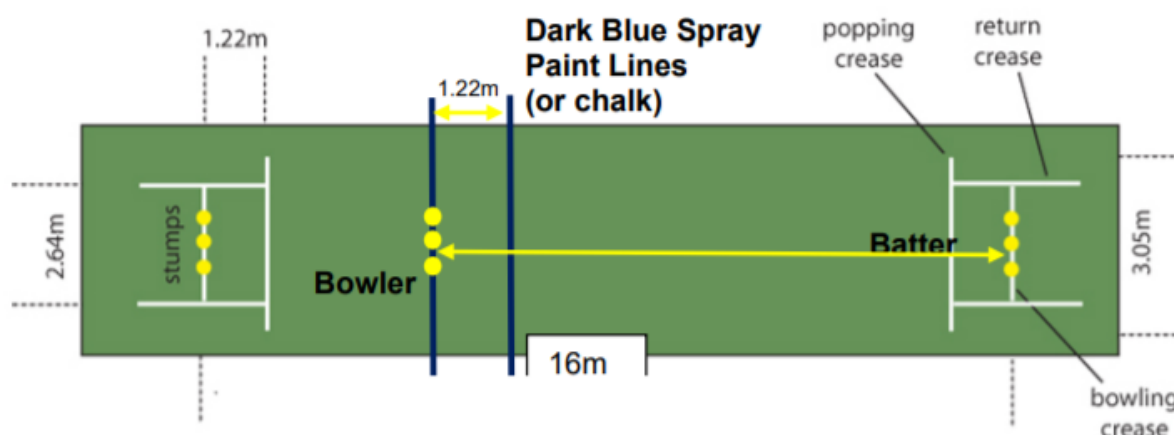# U11 Girls - Game Day Summary, 10.30 start

Field setup

Boundary 30m from batters' stumps (tape measure and cones)

Pitch

- measure 16m from batters' stumps for bowlers' stump position.
- crease 1.2m in front of bowler's stumps – chalk

The Game

A team consists of 7 players (min 5 for a game, max 9)

Fielders

- 7 max to field at one time (if more rotate on/off)
- No fielder closer than 15m to batter (ex wicket keeper)
- Fielders rotate around fielding positions

Batting

A batter's innings will continue until she has faced 17 deliveries (7 players), regardless of how many times she is dismissed by the bowling team.

Bats swap ends when they are 'dismissed' (types - bowled, caught, run out, stumped, hit wicket)

Each time the bowling team gets a wicket they are rewarded with 4 bonus runs

Number of batters	Number of balls to face
5	24
6	20
7	**17**
8	15
9	13

Bowling

Bowl all overs from one end only

All girls bowl (eg if 7 players, use 2 keepers, keepers bowl 2 each, then 4 x 3 overs & 1 x 4 overs)

6 balls per over (max), includes no balls and wides

Wicket Keepers – use 2 per game, must wear helmet, get a bowl (see above)

Score book symbols

W = Wicket

+ = Wide (for extra wides add one dot per run to the +)

$\bigcirc$ = No Ball (for extra no balls show the number of extra runs inside the $\bigcirc$)

$\triangle$ = bye (for extra byes show the number of extra runs in the triangle)

∇ = leg bye (for extra leg byes show the number of extra runs in the triangle)

UMPIRE SIGNALS

WIDE   BYE   NO BALL   LEG BYE   FOUR   SIX   OUT