

Format & Rules



Format

- 6-a-side per team.
- Each batting pair will face 20 balls with 60 balls total per team.
- Bowlers will bowl 5 balls and then rotate with next fielder due to bowl.
- Fielders will rotate around the field, with 2 fielders on each side of the pitch and a wicket keeper at a safe distance behind the stumps, in a clockwise direction each time the bowler is changed.
- 15yrd pitch length & 30m boundary from where the batter stands.
- Scope to play 8-a-side and 80 balls per team if numbers dictate.

Bowling

- All bowling is from the same end.
- Both underarm and overarm bowling is allowed, with a straight arm encouraged.
- A ball will be called a no ball if it is considered unhittable due to
 1. Arriving at the bowler at an unhittable or dangerous height (normally above the waist)
 2. Bouncing too many times to be able to be hit, rolling along the ground or stopping
- A ball will be called a wide if it is considered unhittable due to being too wide from the batter to be hit fairly and safely.
- No-balls & wides are scored as 2 runs to batting team, and no extra delivery to be bowled.
- 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).
- The person running the game should use their discretion on what is considered unhittable and always consider safety first but enjoyment of all as a close second. Don't be held to having to stick to the rules if the kids are enjoying the game as it is.

Batting

Runs are scored by hitting past (4 runs) or over (6 runs) the boundary or completing 'runs' between the wickets.

- Batters can be out bowled, caught or run out.
- For run outs the crease (i.e. area that the batter is considered to be safe) is marked by the batting tees at the batters end and a pair of cones at the bowlers end.
- When a batter is out, swap ends and continue (5 runs added to fielding teams total per wicket).
- Umpire's should use discretion to swap batters to ensure each batter faces approximately 10 balls each.
- Wherever possible the four waiting batters should be engaged with the game or practice. This can be through supporting with scoring the game via the app, assisting with activator umpiring the game, or – if Activators allow – practicing their skill and taking learning from the game.

Ground & Session Setup

