



SuperSmash Games YEAR 3&4 (Saturday)

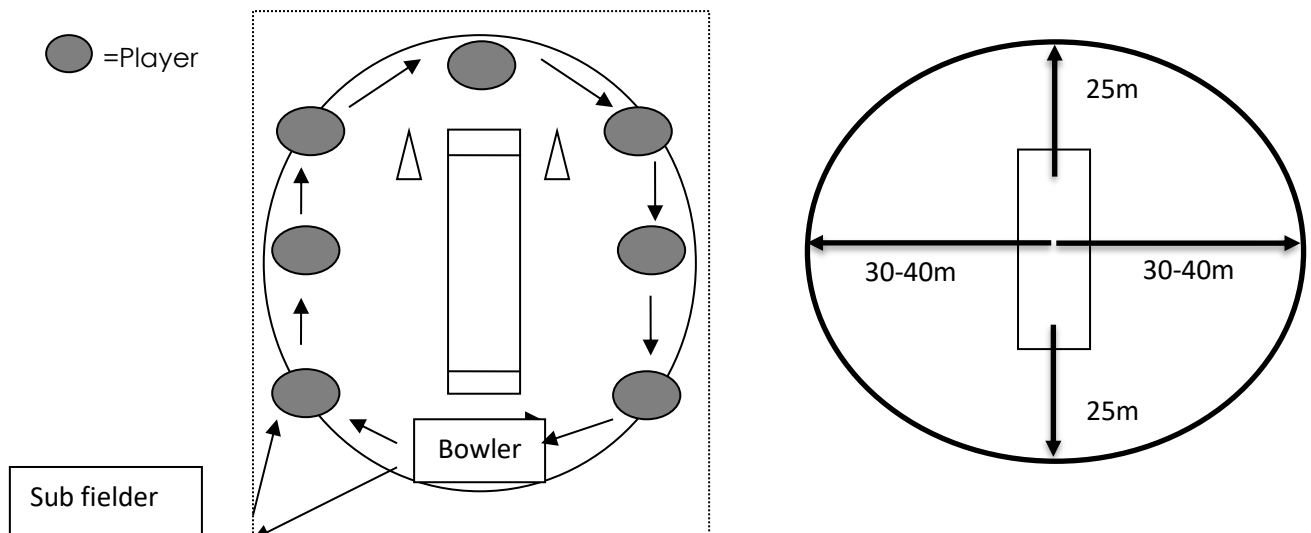
Please read in conjunction with the General Rules

1. Preamble

- A) This grade of cricket is to introduce beginners to the game. Emphasis should at all times be directed to the development and enjoyment of the players. The following rules are designed to foster maximum participation by all players.
- B) Coaches should regard themselves as the third team in the match, a team who are not there to oppose each other, but to help each other and the players from both sides to not only learn cricket skills but also the proper spirit of the game. Technical training is to be taught on team training days, not on match days as it slows down the game and becomes boring for the other players.
- C) Games will be 16 overs per Innings, where pairs of batters, bat for 4 overs each, irrespective of being dismissed. Matches should finish within 2 hours.

2. Equipment

- A) The length of the pitch shall be 14 metres. Normal batting creases apply. These may need to be marked with chalk.
- B) Plastic kiwi stumps or sets of free- standing stumps may be used to achieve the shorter distance.
- C) Junior Easton 'Incrediballs' or Grey Nicholls 'wonderballs' are to be used.
- D) Wooden bats are to be used.
- E) Two large size batting tees which are placed just off the wicket on each side, in line with the popping crease, a ball is placed on each tee.
- F) The field shall be set with a 30-40m boundary. Boundaries directly behind the stumps shall be 25m from the base of the stumps (see diagram). The home team provides and sets out the cones for the boundary.
- G) Seven soft rubber markers (20cm in diameter) are to be placed as indicated in the diagram below, 10m from the side of the wicket. Field markers are to remain in position for the entire game.





3. Team size

A team may consist of 8-10 players with a maximum of 8 players allowed on the field at any one time. All players must bat and bowl.

4. Hours of play

- A) Play shall commence at 8.45am and should be finished by 10.45am on Saturday mornings.
- B) There is only a very short (2 minutes) break between innings.
- C) The toss should take place 5 minutes before the start of play. Teams must have a minimum of 4 players present at this time or they forfeit the toss. The punctual team chooses whether to bat or bowl first. If they bat first, they bat until their full 16 overs. If they elect to field, the late team only bats to the revised number of overs. This is calculated by reducing overs faced by 1 over for every 3.5 minutes they are late.
- D) If time is lost due to causes outside the control of team, (e.g. Rain), Coaches should agree on reducing the total overs by 2 overs for every 7 minutes lost so that lost time is allocated as equally as possible.
- E) When a game is abandoned due to rain, 8 overs are to be bowled in the second innings to constitute a game. The winner will be the team with the higher run rate.

5. Bowling and over limitations

- A) All players are to bowl one over each in sequence until the allotted number of overs have been bowled.
- B) Bowlers are to bowl from one end only. Bowlers run ups should not exceed more than 10 metres.
- C) If a bowler cannot bowl effectively from 14 metres, the umpire may advise the player to bowl from a shorter distance.
- D) The bowler will be credited with each dismissal, even if the bowler has dismissed the same batter more than once.
- E) An over consists of 6 balls only including wides and no-balls. If the umpire at the bowlers end deems a ball to be unplayable (e.g. too wide, too high or has not reached the batter), a call of wide or no-ball shall be made followed by a call of free hit.
- F) No batter should be given out if in the eyes of the umpire the bowler has thrown the ball.

6. Batting

- A) Players bat in pairs for a specific number of overs, regardless of how many times they are dismissed. Ideally, 4 pairs of players will receive 4 overs each. Larger teams will need to adjust this e.g. 10 player teams will have 8 players receive 3 overs each and 2 players receive 4 overs each.
- B) Coaches/ umpires should ensure that each batter in a partnership receives three balls in each over, even to the extent of swapping over the batters during an over so that it happens.
- C) The fielding side shall receive three runs for each dismissal to be added to the total runs at the end of an innings.
- D) Batsmen change ends when dismissed except where a dismissal occurs on the last ball of an over or when a batter is run out at the end from which the ball was delivered (the other batter faces the next ball). The intent of this rule is to maximise the rotation of the strike.
- E) When the umpire calls 'free hit', the batter has one swing at the ball on the batting



tee. It must be hit forward of the wicket.

- F) All extras (byes, leg byes, wides and no-balls) are credited to the batter on strike. Wides and no-balls are scored as a run to the facing batter in addition to any runs scored off a free hit.

7. Fielding

- A) A maximum of 8 players can field at any one time.
- B) Fielders are to stand approximately 2 meters behind the marker and walk in with the bowler. Players are not allowed in the 10m inner circle until the ball has been bowled.
- C) Players including the wicketkeeper, rotate clockwise after each over as shown in the diagram. If there are extra players, the bowler will become the sub fielder and the sub will move onto the field to the left of the bowler.
- D) No fielder is permitted inside the 10m Inner circle (in front of their fielding mark) when a free hit is being taken.
- E) As in standard cricket rules, batters can run on byes or overthrows.

8. Restrictions on dismissals

The following means of dismissal do not apply:

- LBW
- Handled the ball
- Obstructing the field
- Hit the ball twice
- Run out of the non-striking batter by the bowler (Mankad)

9. Umpires

- A) The bowlers end umpire should encourage the non-striker to back up as soon as the bowler's front foot lands in the delivery stride.
- B) Encourage batters to run every ball if possible, particularly byes to the keeper.
- C) Square leg umpire should stand 6 meters from the edge of the pitch so there is quick access to place the ball back after free hits from the batting tee.
- D) Square leg umpire should encourage fielders to "walk in" to their fielding marker, but ensure that they do not move in front of it before the ball is bowled.

Results

Refer to Rule 3 in the Junior Grade General Rules.