

**T20 Cricket Format (Year 5C & 6C)****GENERAL**

- This modified game of cricket is designed to allow all players to have equal opportunity to be involved
- It is a quick game that provides a great introduction to more traditional cricket
- A game is played between two teams with a minimum of eight players on each team
- A toss of a coin/bat will determine which team bats first.
- The recommended ball is the Kookaburra Supa Softball Junior
- It is recommended that all protective equipment is worn when batting despite the use of a modified ball
- It is recommended to play on a cricket pitch; however, a smooth oval surface would suffice

**BATTING**

- Batting pairs bat for two overs. This may be increased if time permits and both teams are in agreement
- Players remain batting irrespective of the number of times they are given out
- Umpires are to ensure that both players within the pair face a similar amount of deliveries
- Batters swap ends at the end of each over and when dismissed (except in the event of a run out)
- If the batter facing fails to hit consecutive ball in one over, they hit off the tee after the second delivery and must run. This allows both batters the opportunity to score runs and keeps the game moving
- If a batter is dismissed, the bowling team receives five bonus runs per wicket. Please note that runs are never deducted as they are added to the bowling team's final total. Thus, the only penalty for being given out is that the batters swap ends.
- Batters can be given out in the following ways, at the discretion of the umpire who is committed to providing a fun and inclusive experience for all
  - ❖ Bowled
  - ❖ Caught
  - ❖ Run out
  - ❖ Stumped
  - ❖ Hit wicket
  - ❖ Batters cannot be given out LBW unless they are intentionally not offering a shot
- The next batting pair needs to be ready to come onto the field as soon as the two overs are completed for the batting team before them
- Batters are only given one chance to hit the ball from a free hit. A swing and a miss counts as their free hit
- When a free hit is called, the batter should be encouraged to hit the ball on their off side (i.e. Right hand batter hits the ball from the cone on their right)

**DOUBLE ZONE**

- The double zone is the area behind the bowler's end stumps. See diagram for further details
- The double zone should be marked with different coloured cones
- Any ball that is hit into the double zone is worth twice the amount. E.g. a 4 scored into the double zone will be recorded as 8
- Only runs hit into the double zone are counted as double runs. Over throws do not count.
- No more than 3 players can field in the double zone at the time of a delivery

**BOWLING**

- All players must bowl one over each and keep wicket for one over. It is suggested to bowl and keep in the same pair as when batting. (The wicketkeeper may wish to wear a helmet and gloves but is not required to given the modified ball)
- Bowlers are limited to a short run up. This ensures a fast paced game. 10m maximum
- All overs are bowled from the same end. Batters swap after each over
- Umpires are asked to encourage bowling with a straight arm and from the proper crease in the spirit of the rules; however, to allow for a level of success this may need to be flexible for some students
- There is a maximum of six deliveries in each over. Wides and no balls are not re-bowled
- Any overarm delivery that bounces more than once or rolls along the ground shall be deemed a fair delivery (unless the bowler is deliberately rolling it along the ground to gain an advantage). The umpire may decide that deliveries should be re-bowled if they are considered unfair.
- There are four types of deliveries that classify as a no ball or a wide
- A no ball is one that:
  - ❖ Bounces over the batters head in their batting stance
  - ❖ Reaches the batter above waist height
  - ❖ Sees the bowler overstep the crease at the point of delivery
- A wide is one that:
  - ❖ Passes outside the batting tees at the batters end and isn't hit. If the batter hits the ball outside the markers, it is not a wide
- If a no ball is bowled (whether the batter hits it or not), the batting team receives two runs and a free hit off the tee. The only way a batter can be out from a free hit is run out.
- If the batter scores from the no ball they will receive the runs scored, plus the 2 runs for the no ball and a free hit. The free hit is to be taken by the batter on strike at the time the no ball was bowled

**2 for the no ball + score from no ball + score from the free hit**

- If the ball passes outside the batting tees at the batters end it is a wide and the batter receives two runs plus a free hit from the tee. The only way the batter can be out from the free hit is run out
- If the ball passes outside the batting tees at the batters end and beats the wicketkeeper, batters receive two runs plus what they run. The ball is then returned to the tee for a free hit and the number of runs scored from that hit is added to what has already been scored.

**2 for the wide + what is run + score from the free hit**

**FIELDING**

- Teams must have at least 3 fielders each side of the wicket at all times
- It is recommended to move players around the field to experience different fielding positions
- No more than three fielders can field in the double zone at the time of a delivery
- The wicketkeeper may wish to wear a helmet and gloves but it not required to given the modified ball
- Fielders cannot stand within 10m of the batter, except for the wicket keeper and slips.
- Fielders cannot move once a free hit is called until the batsman makes contact with the ball



CRICKET SCORESHEET FOR APS YEAR 5C & 6C

Batting Team 1: \_\_\_\_\_

Batting Team 2: \_\_\_\_\_

BOWLER	BALLS BOWLED - SCORE PER OVER								PROGRESSIVE	
	1	2	3	4	5	6	RUNS	WICKETS	RUNS	WICKETS
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										
Runs										
ADD BONUS RUNS from wickets taken in the second innings										
TOTAL SCORE										

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	1	2	3	4	5	6	RUNS	WICKETS	RUNS	WICKETS
1										
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3										
4										
5										
6										
7										
8										
9										
10										
11										
12										
Runs										
ADD BONUS RUNS from wickets taken in the first innings										
TOTAL SCORE										

- Mark wicket taken with an 'X'
- Wides and No Balls = 2 Runs
- Runs scored from hits into the double zone are doubled
- Bonus runs = 5 runs per wicket taken
- Record the runs scored from each ball and keep a progressive total at the end of each over. At the end of each bowling innings, carry the runs scored from taking wickets to that teams batting score.