

## Cricket – 3/4 and 5/6 Girls

<b>Age Group:</b>	Grade 3/4 and 5/6
<b>Players:</b>	A team of 6 players (See below for modification where there are more players in a team. Modification must be made to ensure game time is still 1 hour.)
<b>Equipment:</b>	2 sets of plastic wickets, 2 bats, 2 Free Hit cones, 3 Incrediballs and cones to mark out the field. No protective gear necessary. PA and music. ALL GEAR IS SUPPLIED BY CRICKET TASMANIA
<b>Playing Area:</b>	Pitch length – 18 metres (Approx) Pitch type – Grass Ground size – boundaries are to be set up at a 20 metre radius from the pitch with the area behind the wicketkeeper reduced to allow more space and encourage straighter hitting to the open spaces.
<b>Game time:</b>	Approximately 1 hour. 12 overs per team/innings regardless of how many wickets are lost. 5 - 10 mins break between innings.

### GAME PLAY

- 1) A coin/bat toss determines which team bats first.
- 2) No official scoring.
- 3) Batting – Players bat in pairs for 4 overs regardless of whether they get dismissed in that period. Batters swap ends after each over and when dismissed (except when run out). If batter facing fails to hit two consecutive balls in one over, they can hit off the tee but must run.
- 4) Bowling - Players bowl two overs each (6 ball overs), bowled from the same end. If a bowler bowls a “No Ball” or “Wide” the batter receives a free hit from the tee.
- 5) Free Hit – On a Free hit, the batter must hit off the tee forward of the batting end stumps. The batter can only be out “run out” from a free hit.
- 6) Fielding - No fielder is allowed within 10 metres of the bat until after the ball is hit. This excludes the wicketkeeper. The fielders rotate in a circular formation after each over so they field in each position, including wicket keeping throughout an innings.
- 7) Wickets – Batters can be given out for being bowled, caught, run out stumped and hit wicket. There is no LBW.

### TEAM MANAGER

- 1) Each team requires a Manager to facilitate the game.
- 2) When batting, the Manager will group the team into pairs and ensure the next pair is ready to go after each pairing.
- 3) When fielding/bowling, the Manager will umpire from the bowlers end, organise the team into fielding positions and rotate the fielders after each over.

### MODIFICATION FOR MORE THAN 6 PLAYERS

- 1) Fielding: Extra players start off and swap onto the field in place of the bowler after each over. If both teams having extra players, the Managers can agree to play more than 6 on the field.
- 2) Bowling: Some players will only bowl one over. If both teams have extra players, overs can be reduced to 4 ball overs, so everyone can still bowl 2 overs.
- 3) Batting: 7 players – 1 batter bats twice, and only 3 overs are faced per batting pair. 8 players – 3 overs faced by batting pair. If both teams have extra players, and over numbers are increased, batters may still be able to bat for 4 overs.