

Super Smash Fun (old C Grade)
(Year 1 to 4 - dispensations can be applied for)
*Friday evening – 5:30 to 6:30pm (at Cobham Oval, Kerikeri High School, or
Kaipara Flats unless advised)*

**Specific Playing Conditions are to be read and applied, in conjunction with the
“General Rules and Regulations”**

BACKGROUND

This is a fun-based grade aimed to maximise participation and enjoyment, while further developing the basic skills of cricket. Please feel free to bring along music and allow players to select their own song when they come out to bat. Games may be scored but no official scores will be uploaded and can be an ideal time for parents to try and learn how to score on CricHQ for future grades.

FORMAT

The sides will be made up of 8 players per side playing on a pitch that is 16m in length. Plastic cricket wickets, bats and balls are used. If a side has less than 8 players, numbers are to be equalized with members of the opposing team, by negotiation between coaches/managers.

Dual Pitch Cricket – each team is split into two groups of 4 and two mini games are played.

Players bat in pairs for 4 overs with the bowling team bowling from one end **only** and rotating the field clockwise at the completion of each over. The minimum individual score is 0, there are no negative scores and coaches/managers should ensure that players get an even share of the strike.

Batters may be dismissed but any dismissal sees the reduction in the batter's score of 2 runs and the batters change ends. The partnership then continues until the allotted number of overs have been bowled to that partnership. If a batter is on zero, they do not go into the negatives if they are dismissed whilst on that score.

There are no LBWs.

Only 4 players to be fielding at any time, 1 on the off side, 1 on the leg side with a bowler and a wicketkeeper. Coaches are to rotate any additional players (if a mini team has 5 players) on and off the field if required and if discussed and agreed to by both coaches.

WIDES

If the striker is denied a reasonable opportunity to hit a delivery because it is too wide, high or rolling along the ground, the coach or umpire will deliver a ball at a speed and manner that gives the striker every opportunity to hit the ball. No byes shall be run when a bowler bowls a wide. No extra run for the wide, will be added to the team score when a wide is bowled.

OVERS

Dual Pitch will consist of one innings games of 8 overs duration (maximum of 6 balls per over including wides which are to be re bowled by the coach/umpire). Each player is to bowl on a rotational basis.

HOURS OF PLAY

The toss will take place between the two captains no later than 4:55pm. Play will start promptly at 5:30pm with a scheduled finish time of 6:30pm. Coaches, captains and umpires are to ensure that players walk quickly to their fielding positions at the completion of the over. There will be a 5 minute break between innings.

BALL

The ball to be used is an Incrediball.

ADAPTED RULES

There are generally no boundaries marked for Super Smash Fun (unless playing on a prepared pitch with boundaries already marked). Running between the wickets and calling are an essential part of learning the game and the NCA thinks that the players should be running and enjoying the physical aspects of the game BUT, coaches are welcome to mark a boundary with cones. It is recommended that boundaries be a maximum of 30m.

The batting team's umpire should umpire at the bowler's end. The bowling team's umpire should umpire at square leg. For a free hit, a player cannot be out to a ball bowled by the umpire, other than run out. This is similar to a free hit in limited over cricket.

When a wide is bowled, the umpire should encourage the batter to try and hit the ball, if at all possible. If, however, the ball is not hit because it is too wide, the umpire should call wide. Then advise the scorers that a wide has been bowled and then bowl the free hit to the batter that faced the wide. Runs scored off the free hit will be added to the batting score. If a bowler bowls a wide and it is re bowled by the umpire, it counts as only 1 ball of the over. Runs scored as byes are credited to the batter.

If the ball bounces twice the batter can still be out. If the ball bounces three or more times (including if it is straight), then it is deemed a no ball. Runs scored off the ball are counted and a FREE HIT is then also delivered by the umpire. Bowlers whose deliveries do not reach the batter with one bounce, can move closer so the batter gets a reasonable chance to hit the ball. This is up to the umpire's discretion and he/she will move the bowler, as needed.

The NCA realizes that some of the rules aren't covered as contingencies and variances often occur. **In all cases, common sense should apply, and CONSISTENCY is vital.**