

Super Smash Play (old B Grade)
(Year 5 & 6 - dispensations can be applied for)
Northland wide competition 9am to 11:30am

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

BACKGROUND

Super Smash Play is a fast-paced T20 competition aimed to have fun, maximise participation and allow players to safely transition their skills from soft ball to hard ball. Please feel free to bring along music and allow players to select their own song when they come out to bat.

FORMAT

The sides will be made up of 8 players per side playing on a pitch that is 16m in length (use spring loaded stumps to adjust pitch length). If a side has less than 8 players, a batter can bat twice. If a team has 9 players, they can only bat within the allotted 20 overs (partnerships can be adjusted as need but no more than 20 overs are to be faced).

Players bat in pairs for 5 overs with the bowling team bowling from one end **only**. Coaches and managers, through mutual agreement, can agree 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 3 runs and the batters change ends. The batting pair continues to bat until the allotted number of overs have been bowled to the pair. The minimum individual and/or partnership score is 0, there are no negative scores. If a batter is on zero, they do not go into the negatives if they are dismissed whilst on that score. When adding the final team score, individual partnerships are to be added. If a partnership concludes at zero, when finalizing the team score, it is not required to take dismissals (that could have resulted in a negative score) away from a team total.

Only 8 players to be fielding at any time unless coaches/managers agree to field more players. There should be 3 on the off side, 3 on the leg side with a bowler and a wicketkeeper (unless coaches decide to adjust as and when needed). There are to be no more than four fielders on the leg side. Fielders do not have to rotate at the completion of each over but it is recommended. Coaches are to rotate any additional players on and off the field if they feel that 8 players on the field are enough.

HOURS OF PLAY

The toss will take place between the two captains no later than 8.45am. Play will start promptly at 9am with a scheduled finish time of 11:30am. 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 10minute break between innings.

The team batting first should conclude its innings at 10:10am unless 20 overs have been bowled. Please be aware that **senior games** may be scheduled on the same pitch or adjacent and that games cannot run past 12:30pm.

OVERS

Super Smash Play will consist of one innings games of 20 overs duration. No bowler is permitted to bowl more than 3 overs in an innings and overs are to be 6 balls in duration. Wides and no balls are to be re bowled to a maximum of 8 balls except in the last over of each innings where 6 legitimate balls must be bowled.

Managers will need to ensure that play starts punctually and that players' move quickly to their positions as needed. They also need to make sure that no time is wasted through drinks breaks and the like, so that a bowling rate of at least 17 overs per hour is maintained.

WIDES

Any ball which passes the batter either close to the return crease on the offside, or halfway between the stumps and the return crease on the leg side, shall be called a wide. If the batter cannot reach the ball to play a shot, then it is a wide. Common sense and consistency must prevail. Coaches/umpires must agree on limits before play starts.

NO BALL

A front foot or over waist-high no ball will NOT result in a free hit to the batter.

LBW

There are no LBWs.

EXTRAS

All extras scored shall be tallied separately (wides, no balls, byes, leg byes), and not be part of the deductions for dismissals.

BALL

The ball to be used is a Kookaburra Commander.

LOSS OF TIME

If play is delayed due to bad weather, or both teams are late, deduct one over from the innings for each side for each 6 minutes lost, at any time after 9:30am.

In the event that rain falls during the innings of the team batting first, the number of overs left will be determined by dividing the number of minutes left from 11:30 to the restart time and dividing by 3.

If weather prevents either side from facing a minimum of 15 overs the game will be deemed a draw.

SAFETY

No player may field within 15 meters of the bat

All cricketers are expected to wear approved safety cricketing attire and be sun smart. Helmets for batters and keepers are compulsory.

POINTS

Teams will play a round robin format, 3 points for a win, 1 point for a tie, 1 point for a no result, 0 points for a loss.

BOUNCERS

Any ball that bounces above the batter shoulders will be deemed a no ball and re bowled with the batting side receiving 1 run for the no ball plus any runs scored. Persistent short pitch bowling will be deemed intimidating and the bowler will be removed from the bowling crease.