



T24 Super Smash - Format and Rules

The Game: A 24 over per side match played between two 8 Person sides.

All matches to be played on a 18m pitch and using a 142g Kookaburra Crown Hard Ball. Please use chalk or place cones on the edge of the pitch at the non-strikers end to mark the crease if it is unmarked.

Boundaries should be no more than 45m marked from where the batter stands and can be marked with cones. As a supporting tool we have included the following link to an online course that can help with umpiring, especially around LBW rulings. <http://nzc.nz/community/umpiring-and-scoring>

Batting:

Teams to bat as per traditional cricket rules. Methods of dismissals are Bowled, Caught, Run Out, Stumped, Hit Wicket and LBW. Mankads are **excluded**.

All Batsman need to wear full protective equipment - Pads, Gloves, Helmet and an abdominal protector (box). Most teams will have team gear although a personal abdominal protector is required.

- All Batsman must face a minimum of 3 legitimate balls before they can be dismissed.
- Batsman retire at the end of the over once they have scored 30 runs but can return if whole team is out.
- If a batsman is dismissed in their first three balls 5 runs are added to the bowling teams score.
- Batsman change ends if they are dismissed within their first three balls.
- The innings will end after the 7th dismissal
- Umpires to monitor non-striking batsman leaving their crease early. (Mankad) Provide a warning. If continues 5 runs deducted of team total.



Bowling/Fielding

Each team will have 8 players in the field, with each player bowling a minimum of 2 overs across the innings, no fielder should be closer than 10m from the bat excluding the wicketkeeper, slips and gully.

A wide is defined as a ball which the batter could not reasonably reach. (General rule is its off the pitch on the off side and 3/4 down the leg side) A No Ball is a delivery that bounces twice or more before reaching the batter or passes the batter on the full above waist height when they would be standing normally in their crease. A player can't be dismissed off a No Ball unless run out. Wides and No balls will be re-bowled, however a bowler will only bowl a maximum of 8 balls in an over.

- Minimum 2 overs and Maximum 4 overs to be bowled per player.
- All wickets count towards the bowler's figures.
- Bowling takes place from one end for 6 overs then change.
- Maximum balls in an over is 8.
- Maximum run up of 15 meters.
- Umpires need to manage the 10m fielding rule.
- All extras leg bye / byes / wides/ no balls are scored in the traditional format
- If players struggle to bowl from the 18m mark move them forward.



Wicketkeepers are required to wear a helmet, gloves Pads and an abdominal protector always.

Notes

*A traditional score book is to be used.

*If a team has more than 8 players the innings will end after the 7th dismissal. Players will be required to retire to give all players a bat.

*Maximum 8 players taking part in the field – 9th or 10th player can rotate on at any stage at the end of an over.

*If a team has 7 players the opposition will select a player to bat twice. We would encourage the team who has 8 players to provide a fielder while the team with 7 are in the field.

*Results please take a legible photo of the team score book and email to hkcaclubs@gmail.com after the game. We would love photos of the children in action sent through to be able to share through our social media platforms. Please get permission from guardians before taking/sending the photos.

Philosophy

T24 Super Smash will provide our participants with a traditional game of cricket. T24 is a developmental step up for the players vs the T20 Smash format. Players will need to value their wicket when batting and bowlers will be challenged by the 18m pitch length and the opportunity to bowl longer spells. Skill development, enjoyment and experiencing traditional cricket are the main priorities of this grade. Coaches should encourage the captains to make fielding and bowling decision for the team. Coaches can offer suggestions to the captain/team to help them develop during the 6 over change of ends if required. Please provide your club junior convener any feedback throughout the season.



Proud supporters of HKCA Cubs Cricket. If selecting gear please consider purchasing Kookaburra.