



# T20 Smash - Format and Rules

The Game: A 20 over per side match played between two 8 Person sides.

All matches to be played on a 16m pitch and using a 142g Kookaburra Commander Modified 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 40m marked from where the batter stands and can be marked with cones.

## Batting:

Teams to bat in pairs for partnerships of 5 overs, coaches to ensure that each batter faces a similar number of deliveries in the partnership. Batters are not dismissed, but the team loses 5 runs per dismissal. Only methods of dismissals are Bowled, Caught, Run Out, Stumped and Hit Wicket.

- Batting takes place from one end only
- Batters change end after a dismissal (Except for run-outs)
- 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.
- Next pair should be ready to bat prior to current pairs completion of overs



## 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 15m from the bat

A wide is defined as a ball which the batter could not reasonably reach. (General rule is its off the pitch)  
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 if 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.

The facing batsman will get the 1 run for a wide/no ball plus any additional runs added to their score.



- Minimum 2 overs and Maximum 3 overs bowled per player.
- Bowling takes place from one end only.
- Maximum balls in an over is 8.
- Maximum run up of 12 meters.
- Umpires need to manage the 15m fielding rule.

- All extras leg bye / byes / wides/ no balls go towards facing batters total.
- If players struggle to bowl from the 16m mark move them forward.
- Wicketkeepers are required to wear a helmet, gloves Pads and an abdominal protector always.

## Notes

\*If a team has 9 or 10 players 5 pairs batting for 4 overs. Opposition will select additional batter and bowlers if required.

\*Maximum 8 players taking part in the field – 9<sup>th</sup> or 10<sup>th</sup> 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 and two players to bowl an extra over.

\*Results please take a legible photo of the team scoresheets and email to [hkcaclubs@gmail.com](mailto: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

T20 Smash will provide our participants with a real feel of cricket, as players use all the same protective equipment as their Stags/Hinds/Blackcap/White Fern heroes. It's designed to provide equal participation opportunities in a fun and inclusive environment. Skill development and enjoyment of our players are the main priority of this grade. Coaches should encourage and provide support for players of both teams and actively help participants enjoy the game. Provide tips when umpiring and feel free to actively coach during the games.

Please provide your club junior convener any feedback throughout the season.



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