Rapid Fire Cricket

Requirements

- Team of 8 (4 girls, 4 boys) 6 players play at any one time
- Year 1-4
- Indoor space, 2 badminton court size is optimal
- Teachers/leaders to be umpires/scorers

Equipment

- 1 set of wickets
- Floor markers/spots
- 6 tees (cones if tees are unavailable)
- 4 cones of the same colour to make the scoring zone
- 10 comes of a different colour to make the fielding line
- 6 balls
- 2 bats

Batting

- Players bat in pairs
- Each pair will have 6 balls in total to hit off a tee, 3 hits per player
- Players need to ensure balls are hit straight and not deliberately into walls or behind them
- Balls hit through the scoring zone will count as 4 runs
- Once all 6 balls have been hit, the pair need to score runs by running between the wickets, players cannot catch each other up or run together.
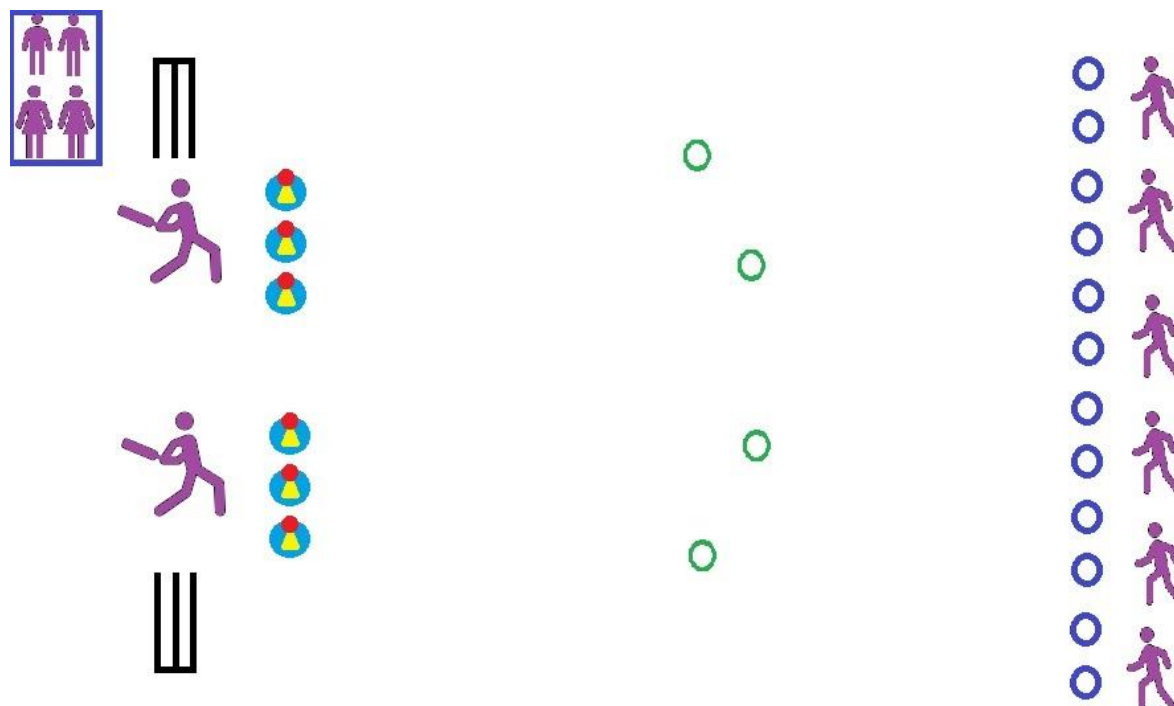
Fielding

- Fielders must remain behind the line of cones whilst batters hit the ball
- Fielders are not allowed to move until all 6 balls have been hit, if a ball is coming directly towards them, they can stop it and hold onto it
- If a fielder catches a ball, the batting tea, lose 5 runs
- Once all 6 balls have been hit, the fielders need to collect the balls and tees and put them back in their original place
- They then need to get back behind the fielding line to stop the batters from scoring runs.

Scoring

- 4 runs scored if ball is hit through scoring zone
- 1 run each time batter reaches stumps (runs are scored as a pair and not per player)
- Batting team lose 5 runs if fielding team catches ball

Once all pairs have bat, teams swap over

Pitch layout

Stumps are 10m apart

Floor spots are placed 1m in front of the stumps, with balls and tees placed onto the spots

Scoring zones are placed 7m from tee's

Fielding line is 2m from the wall

Score sheets

TEAM NAME	Runs Scored		TEAM NAME	Runs Scored
Pair 1			Pair 1	
Pair 2			Pair 2	
Pair 3			Pair 3	
Team Total			Team Total	
WINNING TEAM				