



WATCH MY VIDEO

SMASH 5s



PLAY HQ GUIDE



TARGET AGE GROUP

YEAR 7-13

Smash Fives provides significant opportunities to enhance the skills and game awareness of all involved. The format is designed to maintain full engagement across the course of the game, with multiple chances to bat, bowl and be actively involved in the field.

The structure of the format - split innings and 'alternative' rules - also develops wider tactical understanding.



FIND MORE INFO



PLAY GUIDE

ENVIRONMENT	Cricket pitch or any outdoor space.
PITCH	18 metres.
PLAYERS	Six, seven or eight Players per team.
OVERS	10, 15 or 20 overs. Over = four balls. Played in multiple 5-over innings (similar to a game of baseball). For example: 15 over game Team A bats for 5 overs, then Team B bats for 5 overs. Repeated over three innings.
BOUNDARIES	40 metres max.
EQUIPMENT	Soft ball or hard ball



4-ball overs:

- Promote a fast, action-packed game.
- A quicker rotation of bowlers means less downtime between each turn to bowl, and more action.
- Encourages the bowler to think strategically to maximise their over.

Reduced number of Players and 5-over innings:

- Promote a fast, action-packed game.
- More active time for all Players.
- Encourages strategic thinking, such as how to approach each innings.



Smash Fives provides significant flexibility as a cricket format. It can be a competitive hard ball game for experienced cricketers, or a non-competitive soft ball game for new cricketers.

Discuss with your team or competition manager to select the options that best suit how you want to play.

BATTING ORDER AND DISMISSALS 🙌

Each team determines their batting order, which operates as a rotating order (similar to a game of baseball). If all batters are dismissed, the batting line-up restarts at the top of the order.

All dismissals are used, including being caught out through the 'one hand, one bounce' rule.

Teams can decide before the game if they would like to play with LBW rules.

RETIREMENT 🏳️

If a batter is not out at the end of an innings, they retire. A new batter will start the team's next innings.

EXTRA LIFE ★

When a batter is dismissed, they can opt to activate their *Extra Life*. This allows them to stay in for an additional three balls.

The cost of activating an *Extra Life* is minus 3 runs to the team's score.

Each batter can play their *Extra Life* only once during the game.

This has two objectives;

- encourages strategy from the batting team.
- encourages proactive batting and provides greater opportunity for a positive playing experience.

BOWLING ENDS 🟡

Each innings should be bowled from one end (rather than changing ends every over).

This has two objectives;

- reduce the downtime between overs, resulting in more active time for the Players.
- the game can be played faster, reducing the overall game duration.

FIELDING 🙌

There are no fielding restrictions.

Batters can be caught out through the 'one hand, one bounce' rule.