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# SMASH+



PLAY HQ GUIDE

## TARGET AGE GROUP

YEAR 9-10

Smash+ is designed to enhance the skill acquisition of junior secondary school cricketers.

Game play based upon proven junior cricket formats results in increased activity for each

Player, an increased opportunity to apply skills, and a more enjoyable cricket experience for all.



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## PLAY GUIDE

<b>ENVIRONMENT</b>	Cricket pitch.
<b>PITCH</b>	18 metres.
<b>PLAYERS</b>	Nine players per team.
<b>OVERS</b>	20 overs or 30 overs.
<b>BOUNDARIES</b>	40 metres.
<b>EQUIPMENT</b>	142 gram hard ball.



A slightly shorter pitch length and lighter ball reduces the number of wides bowled. This enhances skill development with more balls in play = more action for all players.



Smash+ provides flexibility in the number of overs. Discuss with your team or competition manager to select the options that best suit how you want to play.

### DISMISSALS 🙅

All dismissals are used within this format.

Each batter has a grace period of three balls (meaning they cannot get out within their first three balls).

### RETIREMENT 🏴

In a 20 over game, batters to retire after 30 balls.  
In a 30 over game, batters to retire after 40 balls.

### 'ENERGY BOOST' 🔥

Like a power play, an **Energy Boost** occurs in the final two overs of each innings. The opening batters from the fielding team leave the field and begin to pad up and prepare for the innings change over.

This has two objectives;

- batting team can change strategy knowing there are two less fielders.
- reducing the downtime between innings, as opening batters are already prepared to start.

### BOWLING ENDS 🏏

50% of the overs should be bowled from the same end (rather than changing ends every over). For example, in a 20 over game, 10 overs should be bowled from one end, and the next 10 overs bowled from the other end.

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.