



WATCH MY VIDEO

SYC – SMASH YARD CRICKET

TARGET AGE GROUP

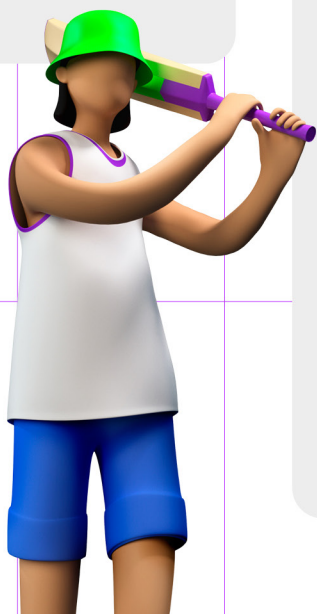
Suitable for PE class
(30 mins game duration).



SYC (Smash Yard Cricket) is an easy-to-play format, with only a few rules and a limited amount of equipment.

Suitable for all abilities and keeping everyone active throughout the game, it's an action-packed game ideal for a PE class.

During a PE class, multiple games can be running at the same time (10-12 players per game) to ensure students are actively involved throughout the session. A game involving 12 players will take approx. 30 minutes.



FIND MORE INFO



PLAY GUIDE

SYC provides significant flexibility as a cricket format. Discuss with your team or class to select the options that best suit how you want to play.

ENVIRONMENT 🏠

Any indoor or outdoor space.

PITCH 🙌

Any distance which suits the ability of those participating.

EQUIPMENT 🏏

Soft ball (or similar, such as a tennis ball), two bats and wickets (could be a chair, rubbish bin.)

PLAYERS 👤

A game ideally has maximum 12 players to ensure everyone stays active throughout the game. Multiple games can be played at the same time in an outdoor space.

FORMAT 🏏

There are no teams in SYC, instead players bat in pairs, playing against the rest of the group.

Batting

- Each pair bats for 10 balls. Runs are counted, and any time a batter gets 'out', it is minus 2 runs from their total.
- The pair with the most runs at the end of the game are the winners.

Bowling

- Bowlers rotate throughout the game, bowling no more than five balls in a row at any one time.

'Out'

Batters can get 'out' in three ways;

- bowled out.
- caught out (including the 'one hand, one bounce' rule).
- run out.

'LOCAL RULES'



Incorporating 'local rules' is key to a fun SYC game. This includes rules that reflect your environment and the space where you're playing.

A few examples include;

- if the batter hits it, they must run OR
- batters must run at least every three balls

If playing outdoors

- hitting a fence on the full is 6 runs
- hitting a building on the full is out
- hitting a specific tree or area is 2 bonus runs

If playing indoors

- batters can be caught off any wall
- hitting the ball to a certain part of a wall is 2 bonus runs
- the ball can only be hit under waist height