



MODIFIED GAMES

Cricket is evolving. There are various different styles, exciting techniques and many different ways to play. Smash Play youth-rangatahi includes three new game formats. All games have every player active and involved throughout the game. Less time standing around, more action and more fun. These game formats include innovative, yet practical, options that promote activity and encourage decision making. With less players on the field, there are constant opportunities to be involved.

SMASH+

Pitch 18m

Players 9

Overs 20 or 30
50% of overs bowled from one end

Boundaries 40m max

Dismissals All*
*Grace period of 3 balls (from then on all dismissals apply)
- Compulsory retirement after 30 balls in 20 over game, or after 40 balls in 30 over game

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

Equipment
142gm ball
Protective equipment
Mandatory helmets

Environment Cricket pitch

YEAR 9-10
12-14 YEAR OLDS

SMASH 5s

Pitch 18m

Players 6, 7 or 8

Overs 10, 15 or 20
Played in multiple 5-over innings
Four ball overs, all bowled from one end

Boundaries 40m max

Dismissals All*
*Use of LBW rules decided before game
*Can be caught out through 'One hand one bounce' rule
*Extra life option for batters; when dismissed, bat an extra 3 balls for a cost of 3 runs to team's score
- Batter retires at end of innings
Batting Order
Rotating order (like a game of baseball), if all batters are dismissed, the batting line-up restarts from the top

Equipment
Soft ball or hard ball
Protective equipment & mandatory helmets if using hard ball

Environment Cricket pitch

YEAR 9-13
12-18 YEAR OLDS

SYC SMASH YARD CRICKET

Pitch Any distance

Players 12 max

Overs Flexible
Bowlers rotate throughout the game, bowling no more than five balls in a row at any time

Boundaries You decide!

Dismissals Pairs*
*Batting pairs bat 10 balls each, runs are counted
When a batter gets out, it is minus 2 runs from their total
3 ways to get out - bowled, caught & run out

Local Rules
Incorporating local rules is key to a fun SYC game.
These rules may be using the environment for:
- extra dismissal methods
- extra runs
or adding 'hit & run' rules

Equipment
Soft ball
Wickets can be any object

Environment Any indoor or outdoor space

YEAR 9-13
12-18 YEAR OLDS