



***COURT
SMASH***

COMMUNITY

MATCH INFO

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MATCH RULES

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Modifications

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AGE 13+	PLAYERS PER TEAM 5	DURATION 60 mins	COST \$16 Registration (one off) \$5 per week per player	INNINGS 1 per team	Balls 75 balls an innings
BATTING Batters face 15 balls Batters to swap ends following a dismissal. Batters swap after facing 3 balls in a row Back wall = 4 or 6			DISMISSALS Unlimited dismissals Bowling team awarded 5 runs per dismissal Caught - Conventional caught on the full Bowled & Stumped/Run-Out		
DOUBLE SCORING ZONE Batting team can choose an area to put a bonus runs target +5 runs Basketball backboard +10 runs			EQUIPMENT Soft ball used (no protective gear required) All equipment provided		
FIELDING No set fielding position (except Wicket Keeper), participants to choose.			BOWLING All players are to bowl 15 balls 5 or 10 in a row at once Bowlers are to bowl from one end Max 1 bounce 2 runs per wide/no ball Max run up from the Umpires position		
Hit & Run (Last 10 balls) 1 hand off the side walls House rules (depending on venue) (teams to be notified pre-game) 2 step run up 1 hand 1 bounce					



FORMAT OUTLINE

	YOUTH	Community
Age	Grade 7,8,9,10	16+
Duration	40 mins	60 mins
Players	5	5
Balls	50 balls (10 Each)	75 balls (15 each)
Wickets	Unlimited – No LBW +5 runs to bowling team	Unlimited – No LBW +5 runs to bowling team
Pitch	16m	16m
Boundary	Wall/ Outside Fencing	Side / Back Wall
Ball	Base –Tennis/Rubber Swing Option – Rubber, Tennis, Tape	Base –Rubber Swing Option – Rubber, Tennis, Tape
Bat	Plastic/Carbon Fibre	Plastic/Carbon Fibre
Bonus Runs target	Yes – 1 x target on side wall + 2 runs	Yes – 1 or 2 x Target on side wall + 5 runs



