



SUPER SIXES UNDER 8 AND UNDER 9

Super Sixes is designed to introduce children to the game of cricket. It's all about the players enjoying themselves and having fun. The rules are to create activity and stop boredom.

Children prefer to play the real game and look like a cricketer by wearing the club clothing or whites. (All players' shirts are to be tucked in during the match).

All Batters to use protective pads and gloves, including the wicket keeper. Helmets are also recommended. This allows children to become used to playing in the correct equipment and to experience how a real game of cricket is played.

Brisbane North use junior 100gram foam centre plastic moulded balls which are available in various colours for night matches. Stitch seam balls are not allowed for this age group due to the high seam which creates variable bounce.

COACHING

All team coaching and training to be held on the club oval. Club practice nets are not required. Bowling is the most important part of the coaching program for these age groups. Spend 10 minutes with players bowling to each other in pairs at the start of each training session, to improve their accuracy. Each child should also be encouraged to have their own ball for home practice (These could be available for purchase at sign on for children who do not have a cricket ball.)

Always finish training with a short match to teach the team how to play the game.

UMPIRES TO HAVE THE FOLLOWING INPUT INTO MATCHES

- Technical training to be taught on team training days, it is not encouraged on match day as it slows down the game and becomes boring for the other players.
- Use commonsense for any unusual situation in the best interest of both teams.
- Always have a positive approach and encourage players from both sides at every opportunity.
- Competition matches should finish within 1hr and 45mins, once the players understand the game.
- **BATTING UMPIRE** to call all runs where possible. Concentrate on how many runs the batters make.
- Do not be concerned about the team score.
- **FIELDING UMPIRE** to check all fielders are behind their position markers before the ball is delivered (see 10D)
- **SPORTSMANSHIP** –Fielding team to clap the outgoing batters
- Organise three cheers for the opposing team at the end of the game

SCORING - KD under 8 & 9 Super Sixes scorebook is recommended

RULES

1. TEAM SIZE

- (A) 6 players per team on the oval at any one time but team can be up to 8 players.
- (B) Players are to rotate after each over as indicated on the field diagram.
- (C) If there is an extra player, the bowler will come off the field and this fielder (no 0) will move to the number 1 position on the field. (see 2F)

(D) If one team has 7 players and the other team has 5 players, even out the teams (by swapping a player) to make two sides of 6. Every effort should be made to have extra players make up the numbers in the opposing team if they do not have a complete number of players.

(E) Winning and losing is not important in super sixes so it does not matter if a child plays for an opposing team as long as they are playing cricket.

2. FIELD SET UP (SEE FIELD DIAGRAM)

(A) Use a line cord from the centre of the wicket to mark the 15 meter inner circle and the boundary (see field diagram).

(B) Pitch 14 metres for under 8's

(C) Pitch 16 metres for under 9's

(D) Boundary 20 metres for under 8's

(E) Boundary 25 metres for under 9's

(F) Field should be marked correctly before start of play as per field diagram attached.

(G) Field markers to remain in the same position for the entire game. These safe rubber markers indicate field positions for left and right handed batters.

(H) Mark a spot where the batting tee is to be placed at the end of the batters innings (see 11H & I and field diagram).

3. BALL

Ball flexibility – Clubs are able to choose a soft ball (Premium Junior/ Gel Ball/ Tennis ball). This is the host clubs decision based on ground conditions.

4. WICKET KEEPER

(A) Position is on the inner circle for safety. This position also allows batters to score byes which increases activity.

(B) Wicket keeper cannot move forward until the ball is hit or passes the batter unless it is a dead ball.

5. NO BALLS

Above waist high no balls are replayed as free hits immediately (after each ball, not at end of over) using a batting tee. (see 11G & H).

6. DEAD BALLS – Which do not pass the batter or bounce more than twice

Are replayed immediately (after each ball) using a batting tee. (see 11G & H).

7. WIDE BALLS NOT SCORED FROM

Are replayed immediately (after each ball) using a batting tee (see 11G & H).

Batters are encouraged to chase wides and hit them where possible.

8. LBW

Does not apply.

9. BYES

Are credited to the batter on strike.

10. FIELDING

(A) 6 players per team on the oval at any one time.

(B) Two fielders on each side of the wicket. See the diagram for instructions.

(C) Inner circle and backup markers to remain in place for the entire game.

(D) Fielding coach to ensure fielders are moving up to their position marker (not in front) before the ball is bowled.

(E) **Run outs** - Fielders and bowlers must release the ball immediately at the stumps or to a fielder or wicket keeper attending the stumps as soon as it is fielded. This rule is to develop their fielding skills to affect a run out. (see 14C)

11. BATTING

- (A) Six players will receive 12 deliveries.
- (B) Seven players will receive 10 deliveries plus two extra balls at the end of the innings.
- (C) Eight players will receive 9 deliveries.
- (D) Batters swap ends after each over.
- (E) No personal penalty for being out.
- (F) Team penalty of 3 runs for each dismissal. See KD under 8 & 9 Super Sixes Scorebook.
- (G) Wides, dead balls and no balls are included in the number of deliveries.
- (H) Use a batting tee immediately after each ball, not at end of over, to replace wides, no balls and dead balls. Fielding umpire is to place the tee on the mark in front of the batter. (see field diagram)
- (I) Batter only has one strike at each extra ball. Contact will be more consistent if the batter does not swing at the ball too hard.
- (J) When using the batting tee the batter must hit the ball in front of the batting crease. Any ball hit backward of the batting crease is to be re-hit.
- (K) If a batter is dismissed from a batting tee shot that wicket shall not count towards the bowler's analysis as a wicket taken, however the batting team will still incur the 3 runs penalty.

12. BOWLING

A bowler can deliver the ball in front of the popping crease. Apply this rule if the ball bounces more than twice on a constant basis.

13. RUNNING BETWEEN WICKETS

- (A) **THE MOST IMPORTANT PLAYER ON THE FIELD IS THE BATTER AT THE NON STRIKERS END.** As soon as the bowler's front foot has landed on the ground in his delivery stride, the non striker must move quickly up to the back up marker position (every ball).
- (B) Batting coach to call. (see 14A & B)
- (C) Constant running between wickets will encourage fielders to stay active which stops boredom and develops their fielding skills. Don't let the game stop – more running, more activity and more fun.

14. UMPIRES

- (A) Batting umpire must be at the bowling end beside the non striker to ensure the batters move to the back up marker as soon as the bowler's front foot lands in the delivery stride.
- (B) Encourage the batters to run every ball if possible, especially byes to the wicket keeper.
Do not be concerned with run outs, it is all about the batters scoring more runs at this age and enjoying the game.
- (C) Fielding umpire to stand at offside and closer to gully than point so they can set the hitting tee easier and are to encourage the fielders to move in front of their marker once the ball is delivered and attack the ball. Encourage the fielders and wicket keeper to move up to the stumps for returned outfield throws. (see 10C & D)

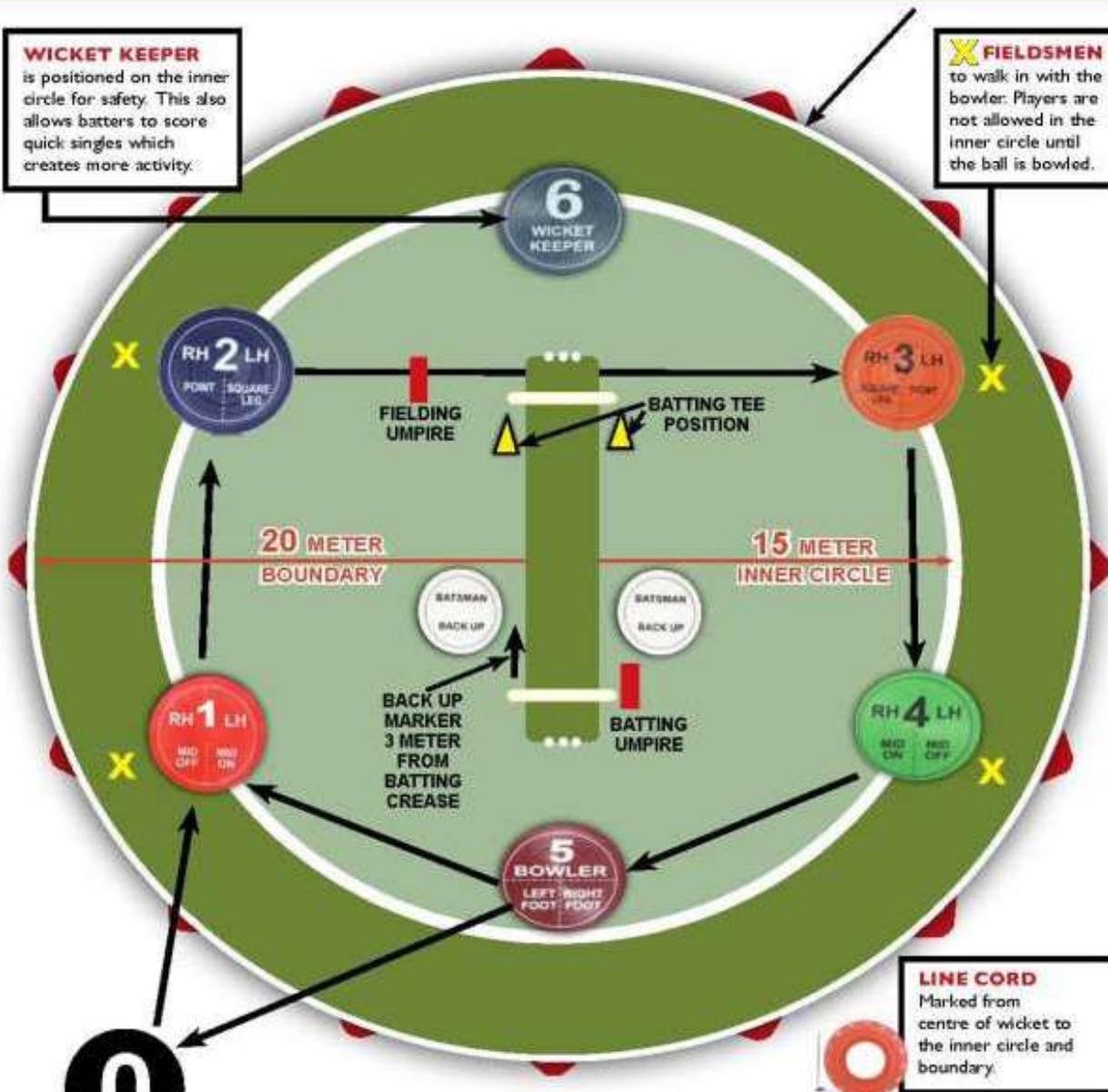
15. RESULTS

Report match scores in the Sunday Mail as per eAllrounder instructions.

CRICKET FIELD POSITIONS SUPER 6'S

WICKET KEEPER
is positioned on the inner circle for safety. This also allows batters to score quick singles which creates more activity.

X **FIELDSMEN**
to walk in with the bowler. Players are not allowed in the inner circle until the ball is bowled.



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Players are to rotate after each over, as indicated. If there is a seventh player, the bowler will replace this fieldsman and player (no.0) will move to the no.1 position on the field.

LINE CORD
Marked from centre of wicket to the inner circle and boundary.

www.kdsport.com.au

Includes a strong nylon bag with 6 fielding & 2 backup markers. Field positions are clearly marked on a 17 cm diameter rubberised safety disc for right & left handed batsmen.

