



COMMUNITY

Rapid Fire Tournament Rules

1. A team shall consist of 8 players
Schools may bring a squad of 10 but only 8 may play in any one game
2. The playing team (of 8 players) must consist of a minimum of 2 children from each gender
3. Each game shall consist of 2 innings - each team batting once. The team batting first to be decided by coin toss
4. An innings consists of 1 turn per batsman
5. Total number of runs scored decides the outcome of the game, highest score wins
6. Only completed runs count towards the batting teams total.
A completed run is half a circuit around the stumps
7. Fielders must not move nor obstruct the balls until the third ball is hit - **except to avoid injury**. A 1 run penalty will be added to the batter's score for each fielder that moves or **deliberately** obstructs a ball before the 3rd ball is struck.
It is encouraged that the scorers give the fielders a reminder for the first discrepancy.
8. Running ceases once all items have been replaced, as per the start of the batters turn **and** all fielders return behind the fielding line
Spot, Tee, Cone, Ball must be replaced
9. Teams will score 3 points for win, 2 for a tie, and 1 for a loss in the group stages.
10. In the play-off stage in the event of a tie the winner will be decided by a sudden death play-off. Whereby one batter from each team will have a further go in turn. The highest run scorer will decide the game. This shall continue until there is a clear winner.
11. The decision of the umpires/ organiser is final.



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RAPID FIRE CRICKET

This game is perfect for Key Stage 1 Children

Organisation:

Either divide into two equal teams (best for larger group), or just select a batter and everyone else is a fielder (best for smaller group).

Batting side:

One batter at a time. Other batters wait in 'pavilion' to ensure their safety.

Fielding side:

Fielders line up behind the 'fielding line'. Once the batsman has hit all 3 balls the fielders retrieve the balls and replace them on the 'Tees' and return to the 'fielding line' to stop the batsman from scoring.

Bowler:

This game does not require a bowler.

The Game

- Batsmen line up in 'pavilion' in order of batting (safety).
- First batsman comes out and hits the 3 balls off the 3 'Tees'.
- Fielders cannot move from behind the line until all three balls have been struck (safety).'
- Batsman runs between the cones/ stumps until all 3 balls are replaced on the 3 'Tees' and the fielders have returned to the 'fielding line'.
- One run is awarded for each run between the stumps.
- Next batsman follows until everyone has batted.

