

## YEAR 5-6 HARDBALL 20 OVER – TAMARIKI

SET UP A GAME	
Hours of play	8.45am <b>GAME DURATION: 2 HOURS 50 MINUTES (80 MINUTES PER INNINGS)</b>
Team	8 -10 players per team
Overs per team	20 overs: An over shall consist of 6 balls bowled, with a maximum of 8 deliveries if extras (wides and no-balls) are bowled.
Pitch Length	16 meters
Boundaries	<b>Min 30 meters Max of 35 meters from the centre of the pitch.</b>
Equipment	<p><b>Protective gear is required:</b></p> <ul style="list-style-type: none"> <li>- <b>Shoes must be worn.</b></li> <li>- <b>Batters must wear batting pads, batting gloves, abdomen guard(box), and helmets.</b></li> <li>- <b>All wicket-keepers must wear gloves and a helmet.</b></li> <li>- Spring-loaded stumps</li> <li>- New 142-gram (RED) Kookaburra Crown/Red King two-piece leather ball must be used.</li> <li>- Wooden bats</li> <li>- Any clothing, preferred team clothing to be school or club uniforms.</li> </ul>
GAME IN PLAY	
Batting	<p>Players will bat in pairs. Each batting pair will bat for <b>4-5 overs</b>.</p> <ul style="list-style-type: none"> <li>- All Players should have an even share of the strike.</li> <li>- Any wickets taken will increase the bowling teams' score by <b>+3 runs</b> and the batters must change ends.</li> <li>- Individual batting scores are added together for the partnership score.</li> <li>- Batters can be dismissed: Bowled, Caught, Run Out or Stumped. There are no LBW's</li> </ul>
Bowling	<p>All bowling is to take place from one end only.</p> <ul style="list-style-type: none"> <li>- Run ups for bowlers should not exceed more than 10 meters.</li> <li>- All players must bowl 2 overs, including the wicketkeeper, before any bowler can bowl their third over. No bowler shall bowl more than 3 overs.</li> </ul> <p><b>Bowling Extras:</b></p> <ul style="list-style-type: none"> <li>- Wide – if the batter cannot reach the ball while playing a normal cricket shot. A wide cannot be called if the batter makes any contact with the ball.</li> <li>- Wides shall be counted as <b>1 run</b> which is to be added to the batting team's total.</li> <li>- No-Balls – a ball over waist height on the full.</li> <li>- For no-balls <b>1 run</b> is added to the score under extras, and any resulting runs off the bat are credited as runs to the batter</li> </ul>
Fielding	<ul style="list-style-type: none"> <li>- No fielder is allowed to stand within ten meters of the batter except for the wicketkeeper and offside slips.</li> <li>- No more than 3 fielders are permitted on the leg-side.</li> </ul>
Penalty Runs	<ul style="list-style-type: none"> <li>- If the bowling team does not complete their overs by <b>10.05 am or 80 minutes from the agreed start time by coaches</b> in the first innings, the batting side will be awarded <b>5 penalty runs for</b></li> </ul>

	<b>each uncompleted over.</b> Additionally, the second innings will be shortened by the same number of overs.
Rain Rule	Play will not commence in rain. If time is lost due to the weather, coaches should agree on reducing the total overs by 2 overs for every 6 minutes lost so that lost time is allocated as equally as possible. <b>Player welfare must come first.</b>
Scoring	<ul style="list-style-type: none"> <li>- Results are to be submitted via PlayHQ. The team named first on the draw is responsible to do so.</li> </ul>