

## SMASH IT PLAYING REGULATIONS:

*(to be used for all softball competitions for girls)*



Smash-It is softball pairs cricket with additional pair v pair competition.

1. All matches will be one innings per team and an over will consist of SIX balls.
2. A team will consist of **8 players at U11 & U13**, or **10 players at U15**.
3. Each innings will consist of **8 overs at U11 & U13**, or **10 overs at U15**.
4. Each pair of batters (SMASH) will bat for 2 overs.
5. Teams must use a minimum of 4 bowlers. For U15 matches, a maximum of 2 bowlers may bowl 3 overs. Bowling will take place from one end – At the end of each over the batters will swap ends to alternate the strike. Wides and no-balls shall be decided by the umpires according to the normal laws of cricket. (No ball to be called if a ball without bouncing goes above waist height). For the U15 age-group, the ball shall not bounce more than once before reaching the batter. No balls and wides shall not be rebowled other than the last over of each innings.
6. Fielders do not need to rotate – however there **must** be a minimum of two fielders on the off-side (the side of the bat)
7. All normal dismissals of cricket shall be allowed for the U15 age-group. For the U11 & U13 groups, LBW is only to be given out if the batsman deliberately kicks the ball in front of the stumps without offering any shot at the ball. At the fall of a wicket the batsmen shall switch ends – no need to switch in the event of a run out.
8. **Pitch lengths:** In line with the new ECB Recommendations, U11 matches will use a 17 yd pitch, U13 matches will use a 19 yd pitch, and U15 matches will use a 20 yd pitch.
9. **Scoring:**
  - a) Each team will commence its innings with a score of 200. When a batter is out for any reason five runs will be deducted from the total.
  - b) 2 runs shall be scored for each completed run.
  - c) Wides and No-balls shall count as **2 runs (extras) – If any completed runs are taken by the batsmen off either further runs will be awarded** (Run off a wide – additional runs go down as extras; Run off a no-ball without hitting the ball – additional runs go down as extras; Run off a no-ball being hit by a batter will be awarded to the person that hit the ball).
10. Award of Match Points:
  - 4 pts for a WIN – team scoring most runs;
  - 3 pts for each team in a tied match -- scores level;
  - 1 pt for the losing team.
  - 1 pt per SMASH - Each pair will compete directly against the equivalent pair in the other team; (In the event of the SMASH being tied, each team will be awarded 0.5 bonus point);
  - 1 bonus point for an U11 or U13 team scoring over 270 runs, or an U15 team scoring over 300 runs.

Max number of points up for grabs by a team is 9 (4 for the win, all four SMASH points and the bonus point).