



# GIRLS SMASH

## HOW TO PLAY

6 players per team

6 overs per side (approximate game length 40 mins)

Every player has an equal opportunity to bat, bowl and field

### Equipment – all provided

- 1x soft ball
- 1x batting tee
- 2x plastic bats
- 2x sets of plastic wickets

### Batting

- Bat in pairs for 2 overs
- No boundaries, batters must run between the wickets to score runs
- Can only be caught, bowled or run out
- Minus 2 runs from the teams score for every wicket lost
- Batting pair swap ends after the loss of a wicket but keep batting for the remainder of their 2 overs

### Bowling/Fielding

- Each player bowls one over (note: player can bowl or throw)
- 6 balls per over (wides and no balls are not re-bowled)
- If the delivery is a wide/no ball the batter will hit off the tee
- All overs will be bowled from the same end
- Fielding players rotate one position at the end of each over (including bowler and wicket keeper)

### Scoring

- Each team starts the match on 100 runs
- Players runs are added to this score while 2 runs are taken off the score for each wicket lost
- The team with the most runs at the end of the game wins
- Scoring will be completed by the Girls Smash 'Game Leader' on the day
- There is an opportunity to earn bonus points for showing Girls Smash spirit at the discretion of the 'Game Leader'