**Rapid Fire Cricket rules**

**Year Group: Lower KS2**

**Team Criteria:**

Squads up to 10 (minimum of 3 boys and 3 girls) with 8 playing at any one time (minimum of 2 boys and 2 girls on the pitch).

The first two batters come out to play, one being the batsman and one being the bowler. The bowler will underarm feed 4 balls for the batsman to hit.

The fielders CANNOT move to stop the ball unless it is coming in the air where they can take a catch behind the safety line. If they take a catch, they receive an extra 6 runs.

The batter cannot hit the ball outside the boundary markers ( if this occurs the ball is returned to the bowler to send again.

Once all 4 balls have been hit the bowler stands still whilst the batsman runs around the stumps (cones if you don’t have stumps), each run equalling to 1 run. They can receive 6 extra runs if it is hit past the boundary without being caught. They can also receive an extra 2 runs if they hit the ball through either of the two sets of gates.

There are cones at the ends of the safety line – if they hit the ball outside of these cones, they need to replay the ball.

The other batters whilst remaining in the safety line- if they hit the ball outside of the cones, they need to replay the ball.

The other batters whilst remaining in the safety zone can help by counting the ongoing runs.

The fielders at this point can move to field the balls. However, once the ball is picked up they CANNOT move so they must **throw** the ball to the other players in the team.

To stop the batsman running, the fielders must receive a catch in each of the 4 hoops/spots and shout STOP.