SUPER
CRICKET

Super Cricket

Super Cricket is an exciting, modified version of the game created to engage, involve and enthuse year 9-13 students (boys and girls). It's an action-packed, flexible and compact format ideal for new players while still being fun and challenging for the everyday cricketer.

Super Cricket is designed with convenience, study and work pressures in mind. Students learn to adapt to the basic skills of cricket in a fast-paced, high involvement activity that can be accommodated after class, in the evening, or in the morning. Schools also have the ability to adapt Super Cricket to the regular T20 format if preferred.

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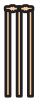
Requirements For Super Cricket

- 8-10 players are needed for each side (this is at the discretion of the coach, allowing player numbers to be flexible).
- The game can be played on a grass pitch if available or, if not, then on artificial turf or just on a mown outfield. Playing indoors is another option.
- Boundaries should be set up at a maximum of 50 metre radius from the pitch.
- There is a maximum of eight balls in an over.
- You may wish to play for 12, 16 or 20 overs.
- The game should last between 60 and 120 minutes (based on the number of overs played).

Equipment

Marker cones
(for the boundary)



Two stump sets

2 bats

1 ball

*Note: If both teams have agreed to play with a hardball (cricket ball), then protective equipment **must be worn**.*

Rules

Heads or tails? Decide which team will bat first with a coin toss.

The team with the most runs at the end of the game will be the winner!

In the unlikely event that the teams finish with an equal score, then the winner will be decided by the team that lost the least number of wickets.

If a clear winner still can't be determined then the team that bowled the least number of no balls shall be declared the winner. That's pretty good motivation to be accurate!

Batting

- Players bat in pairs.
- Each batting pair faces an allotted number of overs, irrespective of the number of times they are dismissed. The batters only finish batting once they've completed their allotted number of overs.

(Battings pairs will face a quarter of the numbers of overs in the game e.g. 8 a side 12 over game the batting pair will face 3 overs each)

- **There are five possible ways to get out in Super Cricket.**

  Bowled: When the bowler's ball hits the stumps. (A batter cannot be out Bowled off a Wide or a No Ball)

  Caught: When the batter hits the ball in the air and it's caught before it lands. (A batter cannot be out Caught off a Wide or a No Ball)

  Hit wicket: When the batter accidentally knocks their stumps as they try to hit the ball. (A batter cannot be out Hit Wicket off a Wide or No Ball)

  Stumped: When the batter is out of their ground (does not have their bat or their body behind the line) and the wicketkeeper gathers the ball and knocks the stumps with ball.

  Run out: When the ball is used to knock the bails off the stumps while a batter is still running between the wickets and has not passed their bat or body over the front line.

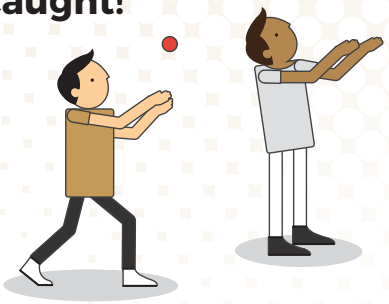
  Note: There are NO LBWs – so that's one less thing for batters to worry about.

- At the end of each over, batters swap ends, so the non-striker is now on strike. This also happens when the batter is dismissed – except in the case of a run out.

Five Ways To Get Out

Bowled!

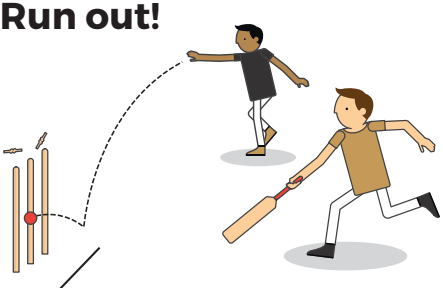
Caught!



Hit Wicket!

Stumped!

Run out!



Bowling

- All players should have an equal turn bowling (where the number of overs allow with all players having to bowl a minimum of one over).
- To keep the game fast-paced, bowlers should only take a short run up.
- Umpires should encourage the bowlers to bowl overarm.
- All overs should be bowled from one fixed end of the pitch.
- An over should consist of six balls; an over can be extended to 8 balls if Wides or No Balls are bowled.
- If a No Ball is bowled this results in the next ball being a free hit for the batter. A free hit is a ball bowled that a batter cannot get out caught, stumped or bowled, but they can be run out on! If a No Ball is bowled on the last ball of an over, the free hit carries over to the first ball of the next over (unlike traditional cricket)

What is a No Ball?

- A delivery that bounces more than twice (i.e. bounces three times) or rolls along the ground.
- A ball that bounces over shoulder height.
- A ball that doesn't bounce and is over waist height when it reaches the batter.
- Is delivered by a bowler who oversteps the front line at delivery.
- Any no ball bowled results in a free hit. (A free hit is a ball bowled that a better cannot be out caught, stumped or bowled, but they can be run out!)

What is a Wide?

- A Wide is the result of the ball passing outside the wide markers on the left and right hand side of the batter, or is too wide for the batter to play a normal shot

Fielding

- No fielder is allowed within 10 metres of the bat until after the ball has been hit (except for the wicketkeeper).
- Fielders should rotate around the field after each over. Wicketkeepers can be nominated and stay in the position for the entire innings.

Umpiring

There are five types of deliveries that are considered a No Ball or a Wide which the Umpire needs to be aware of.

A No Ball is a ball which:

- A delivery that bounces more than twice (i.e. bounces three times) or rolls along the ground.
- Bounces over the batter's head in their batting stance.
- Reaches the batter above waist height on the full (meaning before it bounces on the ground).
- Is delivered by a bowler who oversteps the line (font crease line) as they bowl the ball.

A Wide is a ball which

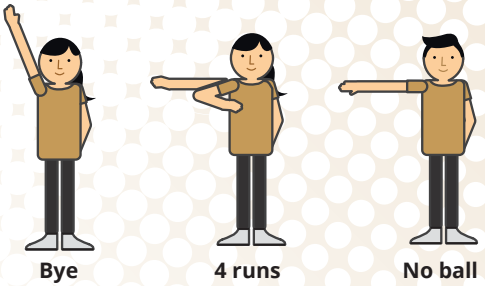
- Passes the batter and is too wide for them to reach and play normal shot.

A Bye is

- A run that is scored by the batting team when the batter has not hit the ball but takes a run. Unlike traditional cricket the runs scored off the Bye will be awarded to the batter.

A Leg Bye is

- A run that is scored by the batting team when the batter has not hit the ball but it has come off their body and they take a run. Unlike traditional cricket the runs scored off a Leg Bye will be awarded to the batter.



Scoring

- Enter the two batters' names for each partnership.
- As each over begins, enter the bowler's name for the over number that is being bowled.
- Next to the name of the batter who is on strike enter the appropriate scoring symbol for what happens on each ball bowled (also known as a delivery).
- Ensure that, between the two batters, the correct number of boxes are filled in for that over (6 – 8 balls).
- At the end of each over, add up the runs scored by each batter and enter the number for each in the boxes under the **T** (for Total) on the right-hand side.
- At the end of each pairs allotted number of overs, add each of the numbers in the **T** boxes for both batters and enter the total in their **Runs Scored** box.
- To get the total runs for the batting pair add the **Total Runs** for each batter and put this in the grey **Total Runs** box below the batting pairs totals.
- At the end of the innings, add the **Runs Scored**, **Wickets Lost** and **Runs Lost** for each partnership and enter the sum for each in the **Team Totals** box along the bottom row.
- Repeat the above scoring process and calculations for the second innings. The winner of the match is the team with the highest TEAM TOTAL.

Note If you can't find someone to score for you, then the umpire may wish to take on the job as well.*

SCORING SYMBOLS

•	For a delivery with no runs and no wickets.
1 2 3 4 6	For this number of runs off a delivery.
W W^2	For a Wicket, with a 1, 2, or 3 alongside it if runs are scored before a Run Out. (e.g. W^2 shows that a Wicket has fallen but two runs have been scored and should be added to the total)
+ ⁜	For a Wide, if batters run off a wide ball place a dot for each run within the plus sign. (e.g. A plus sign with two dots shows a wide and two runs, which would equal three runs in total)
○ ②	For a No Ball, if a batter scores runs off a no ball the number of runs is put inside the circle. (e.g. A circle with two dots shows a wide and two runs, which would equal three runs in total)
B B^2	For a bye. A bye is a run scored by the batting team when the ball has not been hit by the batter and the ball has not hit the batters body. (The number of runs scored is placed above the letter B^2=2 Byes)
L L^2	For a Leg Bye. A Leg Bye is a run scored by the batting team when the ball has not been hit by the batter but has come off the batters body. (The number of runs scored is placed above the letter L^2 = 2 Leg Byes)

Super Cricket Score Sheet

TEAM: _____ VERSUS: _____

BATTERS NAMES	OVER 1									OVER 2								
First Partnership	BOWLER:								T	BOWLER:								T
1																		
2																		
1st Partnership TOTAL																		
Second Partnership	BOWLER:								T	BOWLER:								T
3																		
4																		
2nd Partnership TOTAL																		
Third Partnership	BOWLER:								T	BOWLER:								T
5																		
6																		
3rd Partnership TOTAL																		
Fourth Partnership	BOWLER:								T	BOWLER:								T
7																		
8																		
4th Partnership TOTAL																		
Fifth Partnership	BOWLER:								T	BOWLER:								T
9																		
10																		
5th Partnership TOTAL																		
BATTING TEAM TOTAL:																		
BOWLING TEAM 'NO BALL' TOTAL:																		

DATE: _____ TOSS WON BY: _____

OVER 3		OVER 4		Runs Scored	Wickets Lost	Total Runs
BOWLER:	T	BOWLER:	T			
BOWLER:	T	BOWLER:	T			
BOWLER:	T	BOWLER:	T			
BOWLER:	T	BOWLER:	T			
BOWLER:	T	BOWLER:	T			

Electronic copies can be downloaded from www.blackcaps.co.nz/community

CricHQ App

This how to guide shows how to score an unofficial game on the CricHQ app. For more information on using CricHQ or setting up competitions and teams please visit www.CricHQ.com

Match Setup

The CricHQ App is available to download for iOS from the App Store or on Google Play for Android users.

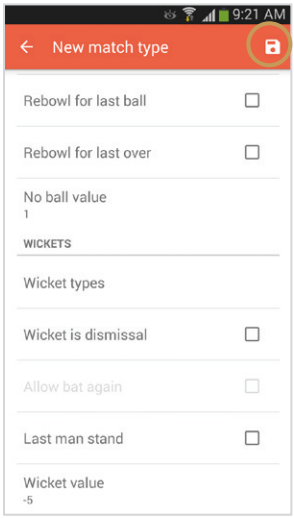
1. Select **Scoring**
2. Select **New Match** on iOS (bottom of screen) or **+** on Android (bottom right hand corner)
3. Select **Create Own**. This will take you to the **Match Information** sheet, where you will need to complete all fields

- Date: Select **date of play** (date is found in Match Type option for iOS)
- Ground: Search and Select the ground you are playing at (found after match type for iOS)
- Match Type: Select **Match Type** followed by **+** symbol (Android) or **Create New Match** (iOS)

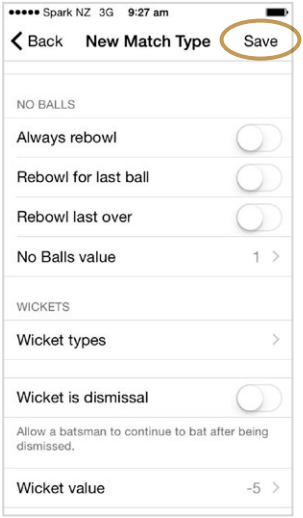
4. New Match Type:

- Type in Match Type Name *i.e. 'Super Cricket'*
- Select **Players per team** *i.e. 8*
- Batting Restrictions:
  Select **Max over warning**
- Select **Warn after over** *i.e. select 4 overs*
- Ignore Max Runs Warning option
- Bowling Restrictions:
  1. Select **Max overs warning**
  2. Select the number of overs bowlers can bowl *i.e. 'warn after over 2'*
- Select **1st Innings**:
  1. Select **Overs in innings**
  2. Select the number of overs you will play per team, *i.e. 16 overs (ignore 2nd Innings option)*
- Select **Balls**:
  1. Select **6**
  2. Select **Cap balls**
  3. Select **Max balls**.
  4. Select **6** (leave unchecked 'with an unlimited last over' option)

- Wides:
  1. Un-select **Always rebowl** (ensure all other boxes in the Wides section are un-ticked)
  2. Select **Wides value** and select the numbers of runs given for a Wide *i.e. 1*
- No Balls:
  1. Un-select **Always rebowl** (ensure all other boxes in the No Balls section are un-ticked)
  2. Select **No Ball** value. Select the numbers of runs given for a No Ball *i.e. 1*
- Wickets:
  1. Select **Wicket types**. Un-select **LBW**, **Handled ball**, **Hit ball twice**, **Timed ou**t & **Obstructing the field** then click **OK** (Android) or **Back** (iOS)
  2. Un-select **wicket is dismissal**
  3. Select **wicket value**. Select numbers of runs subtracted from batting total at fall of wicket, which is -5
- Select **save** (top right) and the match should then appear in the Match Types list

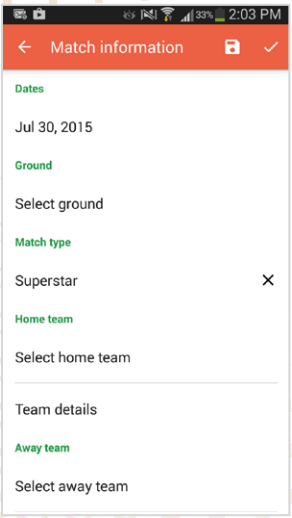


Android

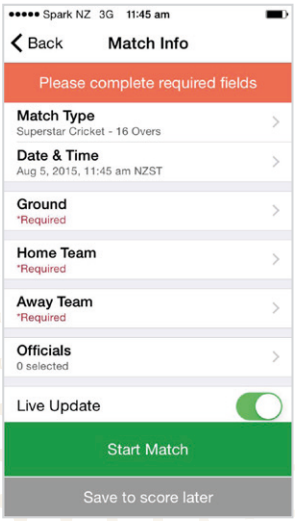


iOS

- Select your match type from the list followed by the **+** symbol (Android) or **Done** (iOS) and the below Match Information Page will appear



Android

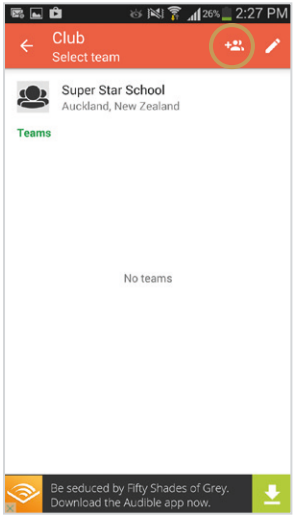


iOS

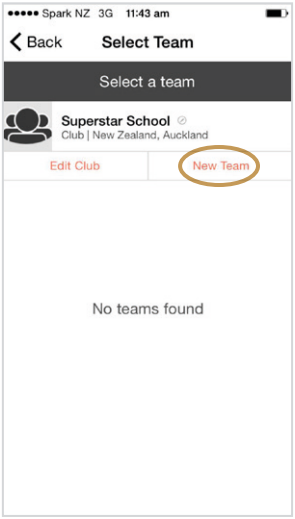
5 Home Team:

There are 2 options here;

- Search for your existing club/school via the search engine. Select your club/school
- Or to create a new club/school – Select the **x** symbol (Android) or **Create New Club** (iOS) which will take you to **Clubs**
    1. Select the **+** symbol (Android), (iOS will already be on the appropriate page), and add your club/school name *i.e. Super Star School*, followed by the remaining information **Country**, **Region** and then select **save** (top right)
    2. Search for your newly added club/school based on the name you entered *i.e. Super Star School*. Select 'Super Star School'
- Select an existing team or the **add person** icon (Android) or **New Team** (iOS)

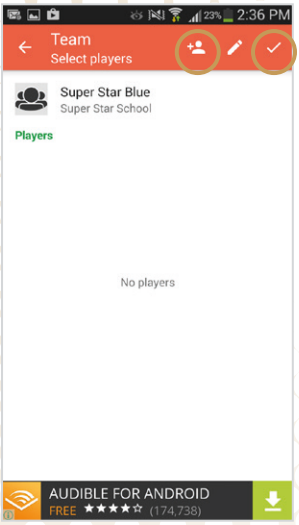


Android

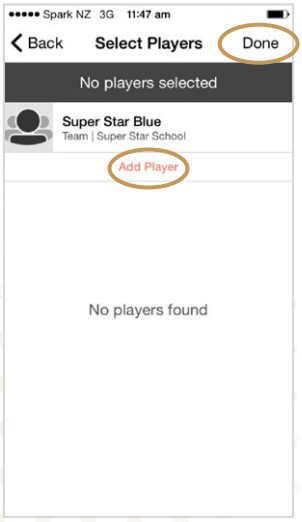


iOS

- New Team screen will appear
  1. Type name of specific team *i.e. 'Super Star Blue'*. Select **save** (top right)
- Select the specific team *i.e. 'Super Star Blue'*, this takes you to the page where you can enter your players
  1. Select the **add person** icon (Android) or **Add Player** (iOS)
  2. Then select the **tick** symbol (Android) or **Done** (iOS)



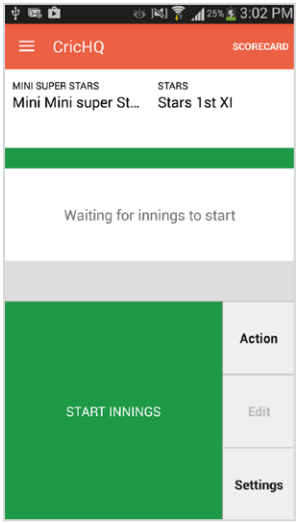
Android



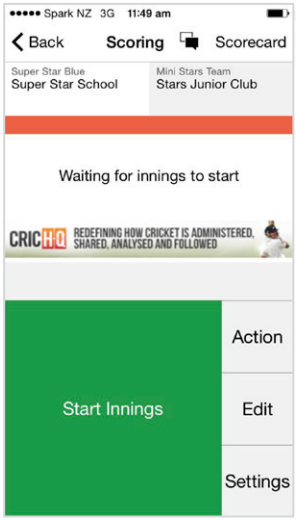
iOS

6 Away Team: repeat step 5

7 Select **tick** or **save** symbol (Android) or **Start Match** (iOS). CricHQ score card template will appear



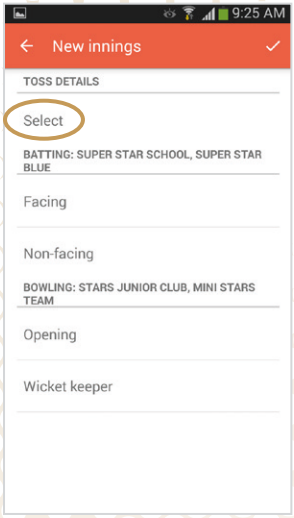
Android



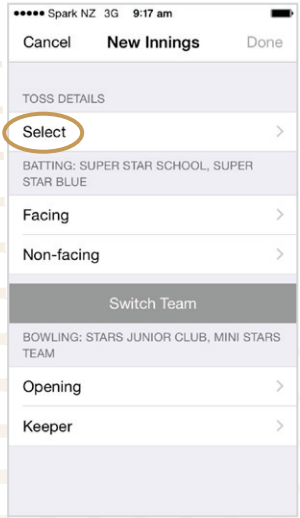
iOS

8 Tap ‘Start Innings’

- Toss Details:
  1. Select **Toss won by**
  2. Elected to, select **Bat** or **Bowl**
  3. Select **tick** (Android) or **back** (iOS)

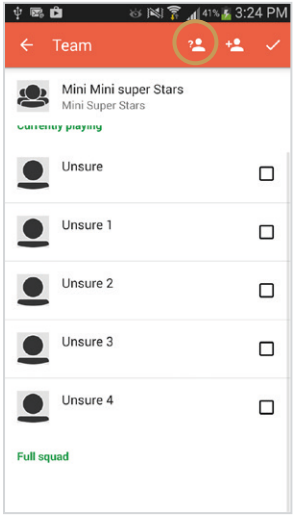


Android

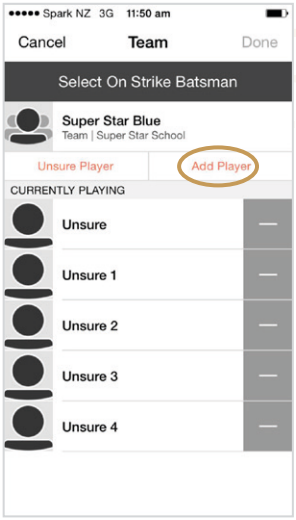


iOS

- Facing:
  This will take you to the team page with your entered team or 'unsure' of names
  1. Select the **add person** icon that has a question mark alongside (Android) or **Unsure Player** (iOS), this will bring up Unsure, Unsure 1, Unsure 2 .....



Android



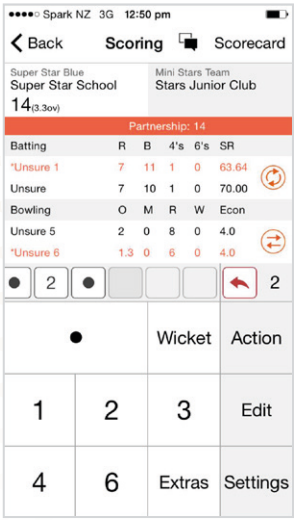
iOS

- Select the batter who is on strike and select **tick** symbol (Android) or **Done** (iOS)
- Select **Non-Facing** and select **tick** symbol (Android) or **Done** (iOS)
- Bowling: Select **Opening** this will take you to the team page with your entered team or 'unsure' of names:
  1. Select the **add person** icon that has a question mark alongside (Android) or **Unsure Player** (iOS), this will bring up Unsure, Unsure 1, Unsure 2
- Select the opening bowler and then Select **tick** symbol (Android) or **Done** (iOS)
- Wicketkeeper: Select **wicketkeeper**. This will take you through the same process as selecting the facing/non-facing batter or opening bowler
- You will then return to the 'New Innings' page. Select the **tick** (Android) or **Done** (iOS) the scorecard will then appear ready to go

9 You are now ready to start scoring your Super Cricket Game

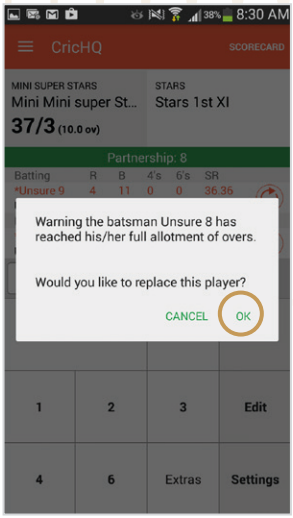
- Select the symbols available based on what has happened in field of play *i.e. select the dot symbol if the batters have not scored any runs; select 1 if they run 1 run; select 2 if they run 2 runs...*

Android

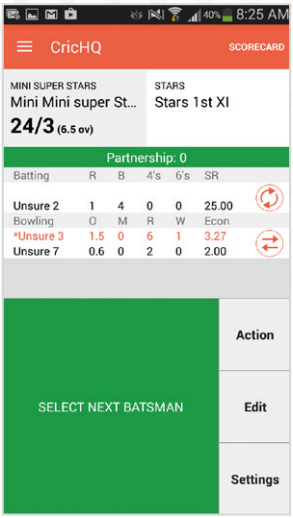


iOS

- If there is a wicket, select **Wicket**
  1. You are then presented with the options on how the wicket was taken. Select the wicket option *i.e. 'bowled'*.
  2. You will notice that the runs total will subtract 5 runs (this will happen automatically when a wicket is taken/at the end of the over) the batter can stay until they finish their allotted overs.
- When a batter has reached their allotted overs the warning will appear, you will then need to retire the batter and select a new batter.



Android



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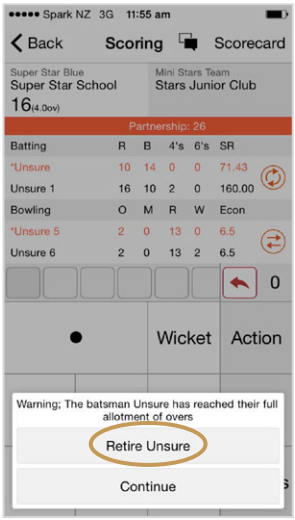

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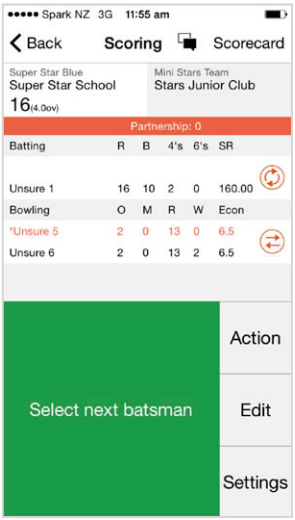
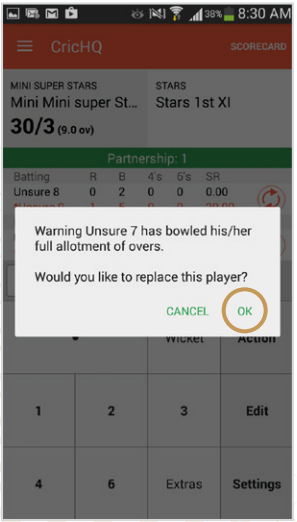
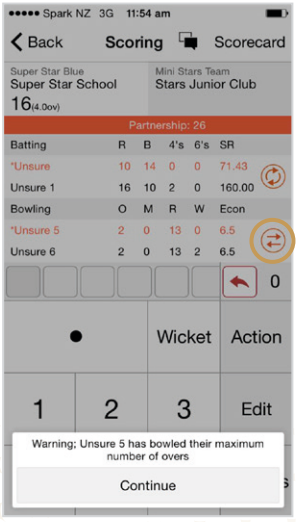


iOS

- When a bowler has reached their full quota of overs the warning will appear, you need to select a new bowler by pressing **ok** to the warning prompt (Android) or by selecting the **arrow icon** next to the bowlers' names (iOS).



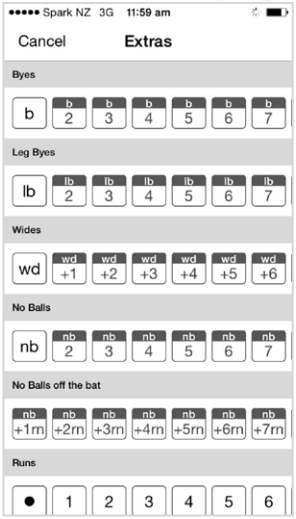
Android



iOS

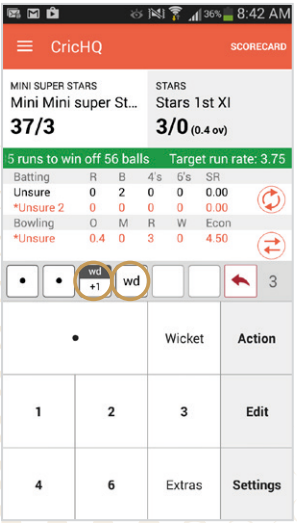
- If a bowler bowls a Wide or a No Ball (extra):
  1. Select **Extra**, the below will appear
  2. Select the extra that applies *i.e. 'Wides', select 'wd'*

Android

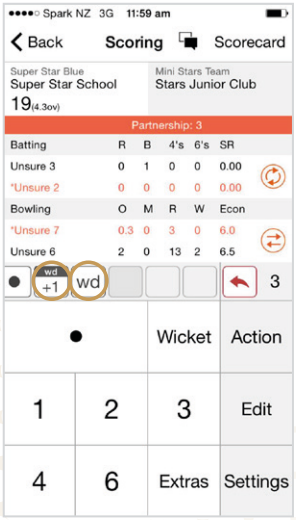


iOS

- The extra will then appear on the main score sheet *(see screen grab)* 'wd +1' means there was a Wide bowled plus the batters ran 1 run. 'wd' means a Wide was bowled and 1 run is added to team total.

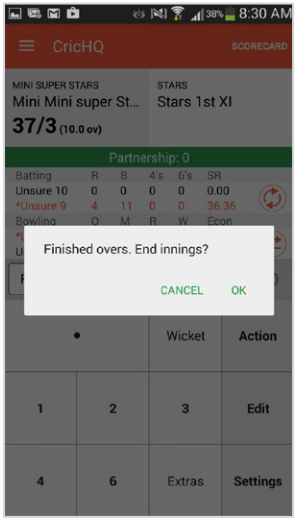


Android

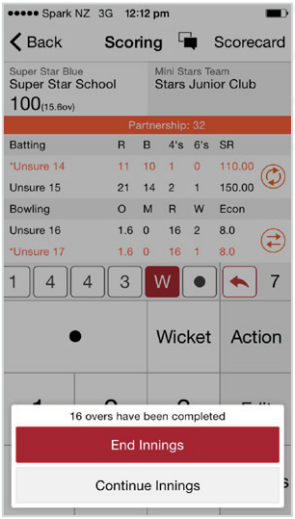


iOS

- When a team has finished bowling their required number of overs *i.e. 10 overs*, the below screen will appear, select **OK** (Android) or **End Innings** (iOS)



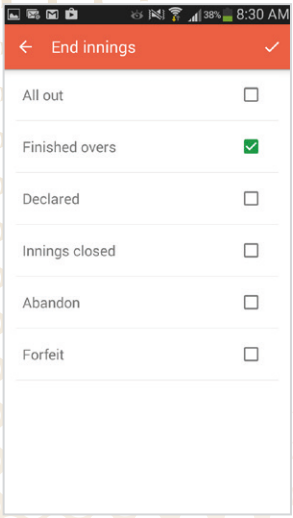
Android



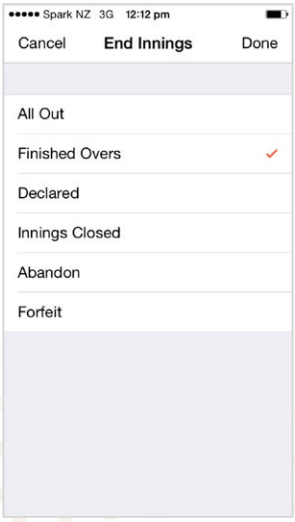
iOS

- Select **Finished overs** followed by **tick** (Android) or **Done** (iOS).

10 You will then need to carry out the same process from point 9 onwards for the team that bats second.



Android



iOS