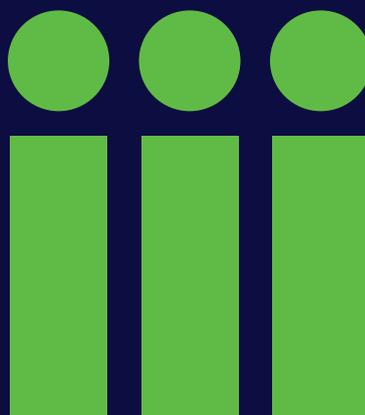


# 6v6 **criiio** cricket competitions

(anyone  
anywhere,  
anytime.)



brought to you by:



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# Creating your own 6v6 criio cricket

Welcome to 6v6 criio cricket. This cricket competition has been developed to enable participants that have been introduced to cricket through an entry level program (such as the criio cricket Programme) to then participate in a competitive and exciting cricket competition by removing the barriers to play.

6v6 criio cricket is a street version of the classic game of cricket. The game has been designed to be played in the spirit of cricket and celebrate all the versions of cricket and how it is played around the world.

This is a fast paced and dynamic version of the game that follows the same concepts of traditional hard-ball cricket, but it can be played by anyone, anywhere and at any time. It requires very little equipment, simply a soft ball and a bat.

#### We recommend for a rectangular 'contained' court:

<b>Pitch width:</b>	1.8-2m
<b>Pitch length:</b>	12-18m
<b>Running length:</b>	11-16m
<b>Area size length:</b>	25-40m
<b>Area size width:</b>	10-30m

Always remember, this is a game that is designed to be adapted to the needs of your specific space.

Once the teams have been formed and the toss has been done to select which team bats/bowls first, each team's batting innings consists of 9 overs – broken into three sets of three overs per pair. This is a total of 54 balls per innings, or 18 balls per a pair.

The fielding team must always have one bowler, one keeper, and two fielders on the off-side and two fielders on the on-side. It is encouraged that each bowler has a turn bowling an over, with no bowler to bowl more than two overs.

The goal of the batting team is to score as many runs as possible –

#### How?

By both batters completing a full run without being run out by the fielding team. The batter must run to score and will get an additional +1 for hitting the side, +4 for hitting the back area along the ground, and +6 for hitting the back area on the full.

The goal of the fielding team is to restrict the batting team to as few runs as they can, and by getting as many dismissals (aka Wickets or Outs) as possible.

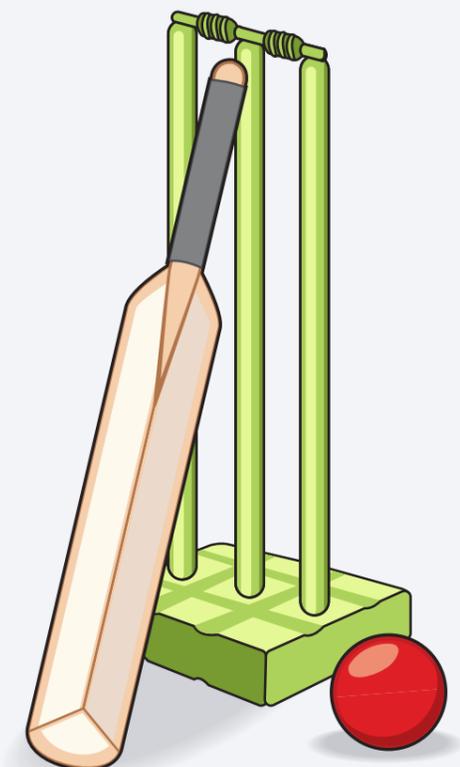
#### How?

By bowling dot balls and minimising +4s and +6s to restrict the runs. Three dot balls in a row will count as a dismissal, where each dismissal will count as five bonus runs to the bowling team. Other than LBW, all other traditional modes of dismissal apply: bowled, run out, stumped, caught (off side wall/net), hit wicket, hit the ball twice, obstructing the field. Each time a dismissal occurs, the striker swaps ends with the other batter.

No-balls will count as two runs for the batting team and will not be re-bowled, except for in the final over of each batting pair where the batter can choose to have them re-bowled.

The team that has scored most runs after both teams have batted is the winning team.

6v6 criio cricket can easily be adapted to your specific situation so make it your own and just play!

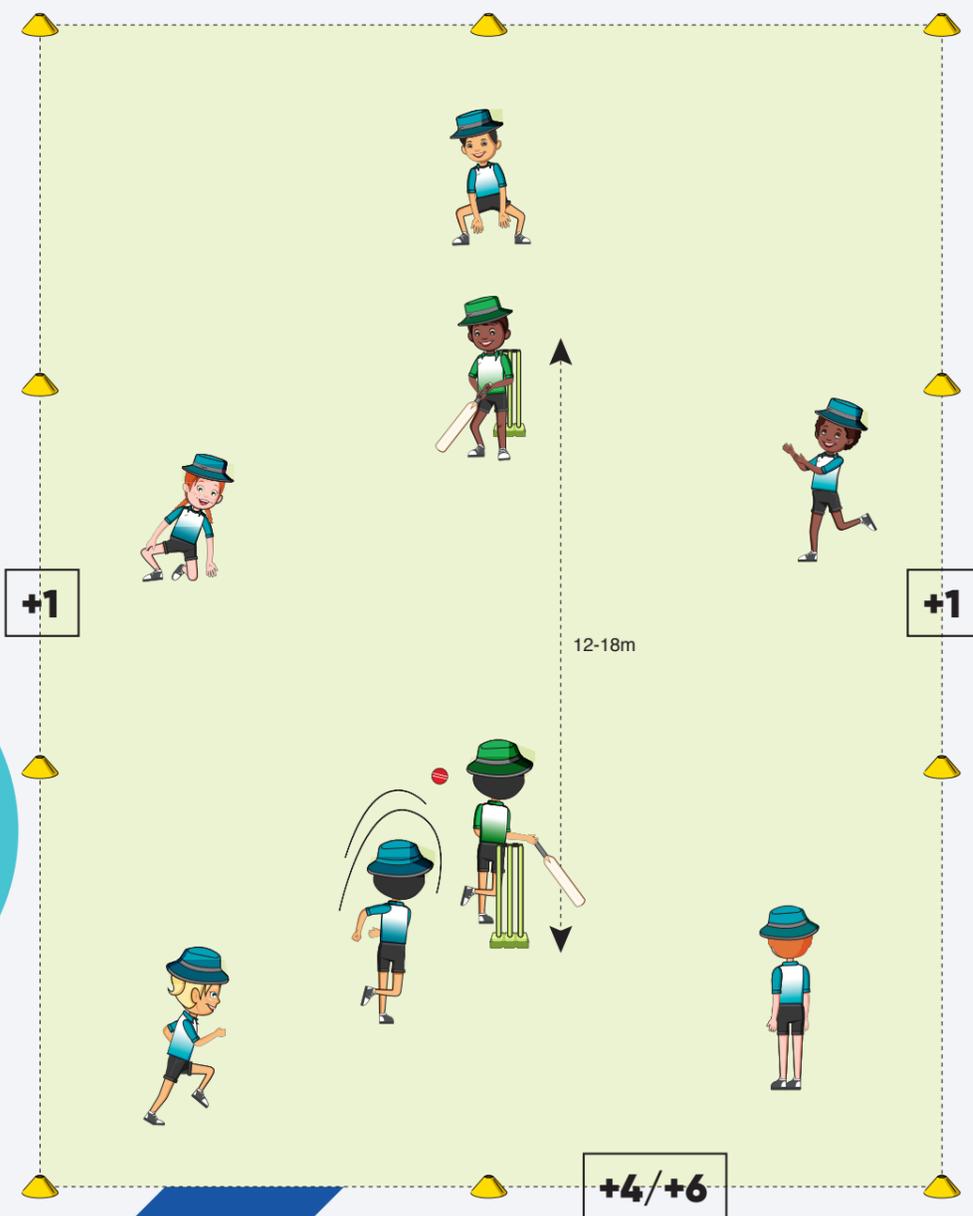


# Preparing for Play + Equipment

- Game played between two teams of six players,
- Self-umpired and scored
- Decide which team bats and bowls first
- 2 batters – one at each end of the pitch
- The fielding team sets with one bowler at the bowling end, a wicket keeper behind the opposite stumps and the remaining fielders spread evenly in circle around the stumps and a safe distance away from the batter.

## Suggested Equipment

- 2 x bats
- 1 x soft ball (a wind ball is preferred, or a taped tennis ball)
- 2 x Stumps (although can use other objects)
- 10 x cones or markers (can use other objects)



# The Principles of Play

## Key Principles:

- Two teams, Players: 6 v 6. (Eight people in play at the one time, four waiting to bat)
- 45-60 minutes
- 9-over match (9 x 6-ball overs)
- Once all three pairs have batted for three overs, the two teams swap roles
- Rectangular shape

## Bowling:

- All bowling from one end. At the completion of each over, the batters swap ends.
- Bowling is to be overarm only, with a limit of an eight-metre run-up.
  - *If a player is unable to bowl and is throwing the ball, they must attempt to bowl with a straight arm 3 times. If they are unable to complete this satisfactorily, they may underarm the final 3 balls of the over. The underarm delivery must bounce only once and cannot be rolled.*
- Bowlers can't bowl more than 2 overs (2 x 6 bowls) – it is recommended each player bowl minimum 1 over
- Must have 1 wicketkeeper, 2 fielders either side
- 'No balls' (or Wides) will count as two runs (plus any additional runs scored off the bat) and are not re-bowled except for the final over of each batting pair, which must contain six legitimate balls (if the batter chooses to have the ball re-bowled).
  - A 'no ball' is classified under four types of deliveries, it is a ball that:
    - Bounces over the batter's head when standing in normal batting stance.
    - Passes the batter above waist height (above the bottom rib) on the full.
    - Goes outside the no-ball markers at the batter's end. This may be known as a 'wide'.
    - Bowler steps over the crease line/cone when bowling.

- Dismissal 'Out': When a wicket is taken, the fielding team is awarded five runs to be added to their score
  - No LBW, all other modes of dismissal apply; bowled, run out, stumped, caught (off the side net/wall/area), hit wicket, hit the ball twice, obstructing the field, timed out.
  - Three 'strikes' (dot balls) = dismissal

## Batting:

- 3-overs per batting pair (no retirement score or last person stands) regardless if there is a wicket taken
- Runs scored:
  - Must run half-pitch (~11m) to complete a score;
  - If the batter hits the side net/wall/area first, an additional +1 is awarded
  - If the batter hits the back net/wall/area along the ground first, +4 is awarded
  - If the batter hits the back net/wall/area on the full, +6 is awarded
- Dismissal 'Out': When a wicket is taken, the batters swap ends (does not apply to a run out)
- No LBW, all other modes of dismissal apply; bowled, run out, stumped, caught (off the side net/wall/area), hit wicket, hit the ball twice, obstructing the field, timed out.
- Three consecutive 'strikes' (dot balls) = dismissal

## Guiding Principles

- Indoor location
- Mixed gender possible
- Age variances possible
- Ball progression: wind ball > tennis ball > tape ball > MRF ball
- Bat progression: Plastic bat > wooden bat > Fibre bat
- Stumps: Object > Plastic stumps > wooden stumps (flashing bails, if possible)
- Dimensions: Pitch length 12-18m, Area size 20-30m length x 10-15m width

# Scoring

1. Enter batter's name under designated batting pair.
2. Enter bowler's name next to the over number bowled.
3. Mark the runs scored with a number, next to the batter's name for the relevant ball in each over.
4. Mark any wickets (Wkts) with a W, next to the batter's name.
5. No balls should be represented on the scoresheet by a circle. This circle represents the two runs received for a no ball. Mark the circle when the no ball is bowled and then enter the number of runs made by the batter within the circle. In some instances, such as the final over of a batting pair, this will be a combination of runs made off the original ball and of runs made from the repeat delivery. E.g. Joan is the batter on strike when a no ball is bowled. She manages to hit 2 runs off the no ball and then hits another 2 off the repeated delivery. Her score is represented as 4. When tallying the number of runs Joan made, this is counted as 6: 4 runs + a circle (which counts for 2).
6. Mark any balls from which there is no score with a dot.
7. Make sure all six boxes are filled for each over.
8. Once the batting pair has completed their three overs, tally the total wickets (Wkts) and runs for each batter. Then combine the two to calculate the 'pair total' and team running score.
9. For batting pairs 2-3, ensure you are calculating the team running score by adding the previous batters' scores to the current batters' scores.
10. Once all batting pairs have batted, complete team total.
11. The loss of a wicket results in 5 bonus runs to the opposition. At the completion of the innings, multiply the total of wickets lost by five and mark this in the bonus runs awarded to opposition box.

# Scoresheet

BATTING PAIR	OVER 1		OVER 2		OVER 3		Wkts	Runs	PAIR TOTAL		TEAM RUNNING SCORE	
	Wkts	Runs	Wkts	Runs	Wkts	Runs			Wkts	Runs	Wkts	Runs
<b>BATTING PAIR 1</b>	Eshaan		Sally		Eshaan							
Jack	. . 1		4 . 8 1		W 1 6		1	21	1	47		
Ishan		⊕ 8 .		4 ⊙	. 1 1		0	26				
<b>BATTING PAIR 2</b>	Adam		Chris		Adam							
Graham	1		. . . 4 .		. 1 W		1	6	2	21	3	68
Penny	. . . 4 1		⊙ 1		W ⊙ 1		1	15				
<b>BATTING PAIR 3</b>	Alice		Darren		Alice							
Sarah	. . . 4 1		⊙ . 1		1		1	12	1	27	4	95
Rohan		. W	. 4 2		⊙ . 4 1		1	15				

	Wkts lost	Runs
Team Total	4	95
Bonus Runs awarded to Opposition Total Wkts x 5		20
Bonus Runs received from Opposition Total Wkts x 5		35
<b>GRAND TOTAL</b> Team Total + Bonus Runs received		130

<b>DATE</b>	29th October 2021
<b>BATTING TEAM</b>	Team 1
<b>BOWLING TEAM</b>	Team 2
<b>FINAL RESULT</b>	Team 1 by 43 runs

BATTING PAIR	OVER 1		OVER 2		OVER 3		PAIR TOTAL		TEAM RUNNING SCORE	
	Wkts	Runs	Wkts	Runs	Wkts	Runs	Wkts	Runs	Wkts	Runs
<b>BATTING PAIR 1</b>										
<b>BATTING PAIR 2</b>										
<b>BATTING PAIR 3</b>										

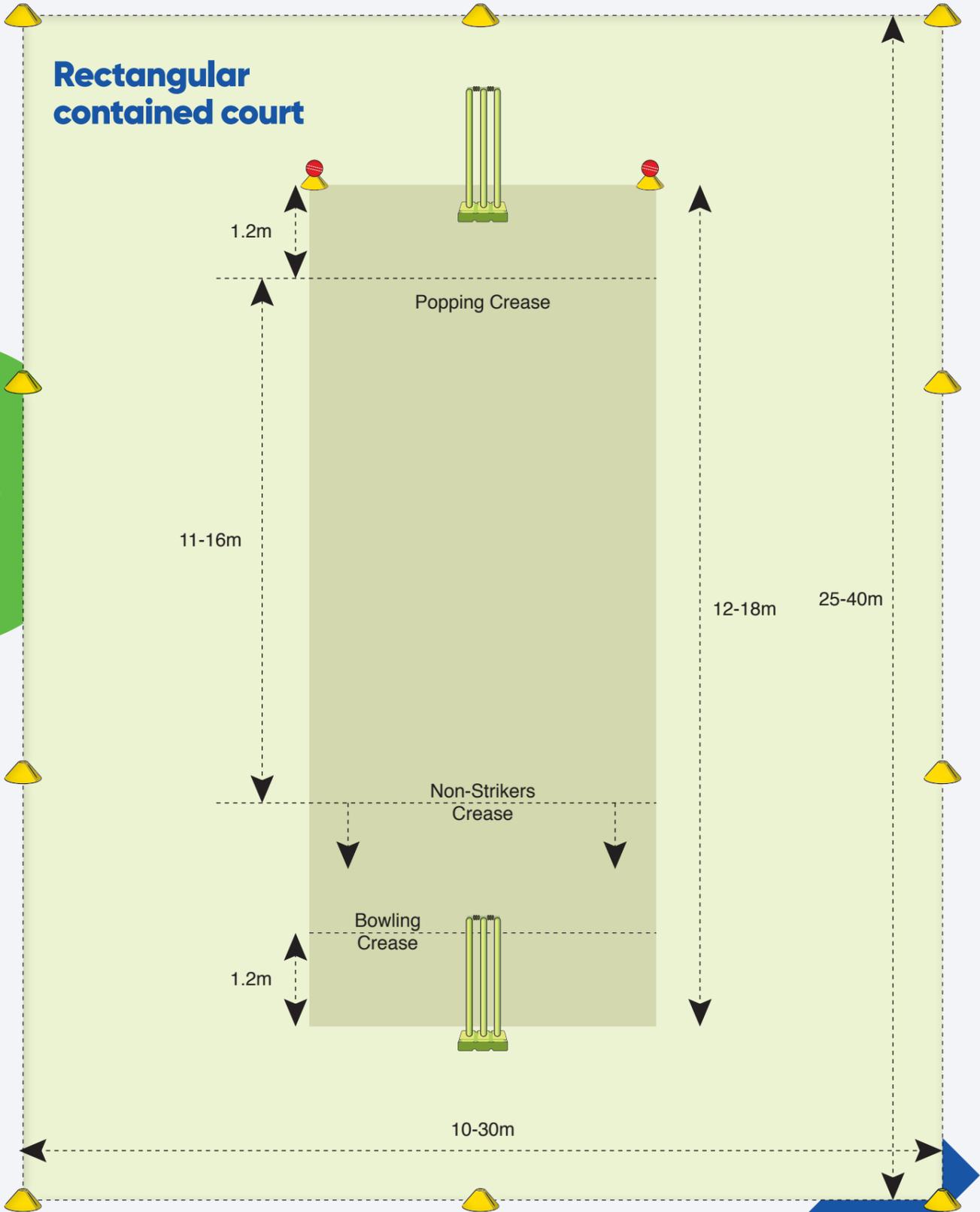
<b>DATE</b>	
<b>BATTING TEAM</b>	
<b>BOWLING TEAM</b>	
<b>FINAL RESULT</b>	

Wkts lost	Runs
Team Total	
Bonus Runs awarded to Opposition Total Wkts x 5	
Bonus Runs received from Opposition Total Wkts x 5	
<b>GRAND TOTAL</b> Team Total + Bonus Runs received	



# Court set up





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