



Scoring – Under 8 / Under 9 Super Sixes

This is a guide on how to score the Super Sixes Competition. Please keep in mind that this is a modified form of cricket, designed to maximise participation and encourage players to give everything a go. These rules have been developed with this in mind. They are designed to encourage great skill development, yet not punish players in any way.

In Super Sixes, there are no winning or losing teams. Only the players' individual scores are recorded. The key to the game is to encourage the players to run on everything and have fun.

HOW TO SCORE

Before the Match:

1. You will need:
 - a. Sharp pencils, eraser & sharpener;
 - b. Calculator
 - c. Camp Chair
 - d. Card table (handy, not essential)
 - e. Bulldog clips (to stop the pages blowing up in the wind).
2. Find a good vantage point where you can see the umpires and the game without being disturbed by players or parents. Introduce yourself to the other scorer as you need to sit together.
3. Obtain a list of both teams in batting order if possible (usually provided by the manager).
4. Fill out headings in scorebook with date, venue, times and the batting order for both teams.
5. Divide the number of balls by the number of players who are playing. Mark off in the scorebook with a solid line the number of balls each player will face. There are **14 overs a side (84 balls)**. For example:
 - a. 7 players will face 12 balls each
 - b. 6 players will face 14 balls each
6. Work out a system for telling the batsmen apart (e.g. one is left handed; one has blue shoes).

During the Match:

7. Every ball that is bowled must be recorded (except for dead balls).
8. Every ball is recorded against the BATSMAN on strike and the BOWLER. For example, if:

	BATSMAN	BOWLER
No runs are scored:	Mark a "Dot"	Mark a "Dot"
Runs are scored:	Mark the number of runs e.g. 4	Mark the number of runs e.g. 4
There is a wide:	Mark a square around the box	Mark a square around the box
If runs are scored off a wide:	Mark the square AND the runs inside the box	Mark the square AND the runs inside the box
If the batsman on strike gets out:	Mark a X in the box	Mark a X in the box
If the batsman at the non-strikers end gets out:	In the Strikers box: <ul style="list-style-type: none"> • mark a dot OR the number of FULL runs taken before the wicket; AND • mark a slash in the non-strikers box and an X in the top left hand corner. 	Mark a slash across the box, then an X in the top left hand corner AND the number of runs in the bottom right hand corner. <div style="text-align: center; border: 1px solid black; width: 80px; height: 80px; margin: 10px auto;"> </div>

9. If no runs are scored, place a dot against the batsman AND the bowler.
10. When runs occur, they must be placed against the batsman and recorded in the bowler's column. You can also add them to the total score tally as you go (or this can be calculated at the end of the innings).
11. Wides are the only sundries given and recorded during the game in Super Sixes. However, when results are submitted, there is no record of Wides kept or recorded against a bowler. They are only used to give the batsman another chance to hit a ball, and to help teach the bowlers the importance of correct line.
12. Other sundries (no balls, leg byes or byes) are not played in Super Sixes.
13. Work from the top of the page, filling in the necessary sections as you go down. The block of numbers is a running tally of runs to date, which you can choose to use, or not. For example, if there are 3 runs scored from the first ball, you tick off 3 squares. You tick the runs off each ball. However some find this too confusing and prefer to total the runs at the end of each over, which is also fine.
14. At the end of each over:
 - a. total the runs and wickets in the bowler column (e.g. 2 / 6);
 - b. add these totals to the running total of runs to date and the number of wickets that have fallen, and record this in the boxes at the end of the page;
 - c. Compare the total score with your fellow scorer.
 - d. Compare the Batsmen's individual scores.
15. Before the batsman comes close to the end of his allotted balls, let the umpire and manager know. We recommend calling out "two more balls for Freddy".
16. If you need to (if you have missed a ball, or both scorers have different totals), stop play by calling out to the umpires. Take a minute to find out where & why there is an anomaly. This usually happens quickly.
17. At the end of the day, the number of runs scored by the batsmen should equal the number of runs taken from the bowlers. If these don't reconcile, the total recorded at the end of the scoresheet is definitive.
18. To calculate the final score, total up the number of wickets taken, multiple this by three and deduct this amount from the total runs scored.

ABSTRACTS

After the match

1. Each week, all teams are required to complete and submit an Abstract for their team, which summarises the results of the game.
2. Your age co-ordinator will send you the template Abstract prior to your first game. The template has been designed to make the process very easy— all the teams' names and match dates are pre-populated.
3. Completing the abstract is very easy and takes about 5 minutes. **You only need to fill in the areas highlighted in yellow.** It involves:
 - a. Selecting the Round number from the drop down menu (Round 1 = week 1). This then automatically triggers the match date to display;
 - b. Selecting your correct Grade from the Drop down menu (U8, U9 or U10);
 - c. Selecting Your team name and opposition team name (from the drop down menus: then
 - d. Typing in your team members names;
 - e. Entering your team's batting scores;
 - f. Entering your team's bowling figures;
 - g. Entering any catches, stumpings or hat tricks;
 - h. **Emailing the completed abstract to abstracts@valleycricket.org.au**

5. Please submit your abstract asap after the match and no later than the following Friday (before the next match).
6. Please note that it is the TEAMS RESPONSIBILITY TO SUBMIT THE ABSTRACT. This job can be shared. Teams who fail to submit their abstracts may have only partial or no results shown in the club annual report.

SIGNALS AND TYPES OF DELIVERIES / RUNS

Signals

Scorers must acknowledge signals by the umpires (Law4.3). The signals used in Super Sixes are:

Boundary four	Waving the arm from side to side across the body
Boundary six	Raising both arms above the head
Wide	Extending both arms horizontally (bowl is rebowled)
Dead ball	Crossing and recrossing both arms below the waist (no runs are scored and ball is rebowled)

Wides

- When a wide is bowled, draw a box around that ball for the batsman and the bowler. The batsman will then get a free hit off a plastic tee.
- Immediately after the wide, the square leg umpire will bring the tee and match ball to the batsman, and place it in front of the batsman. The batsman then gets a free hit off the tee, however the batsman MUST:
 - Stand as he / she normally would if they were facing a normal ball (i.e. side on to the wicket, and not move around the tee to line up the shot with a gap in the fielding); and
 - Only have ONE swing at the ball.

Notes on Wides:

- If a wide is bowled and:
 1. The bowler runs to it and hits it, then it's NOT called a wide.
 2. The batsman attempts to hit it, but misses, it IS a wide.
- **There is a limit to 3 wides per over.**

Catches

If a batsman is caught, NO RUN is scored, under any circumstances.

Run Outs

- If a player is run out going for his/her first run, no runs are given, and he / she is shown as run out (and "X" in the box).
- If a player is run out going for a subsequent run, only the completed runs are credited to the batsman, shown on the score and shown against the bowler. This is recorded as an "X" in the top LH corner of the box, a diagonal line across the box, and then the number of runs scored in the bottom RH corner of the box.
- Run outs are not credited to the bowler.
- To effect a run out, fielders MUST NOT take more than one step before throwing the ball at the stumps. In Super Sixes, fields MUST NOT run up to the stumps with the ball to effect a run out. If they do, the batsman is NOT OUT. This rule is to encourage the fielders to develop their throwing skills and hand / eye co-ordination. Once they get to the larger fields in U10's and up, they will need to be able to throw

Wickets

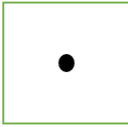
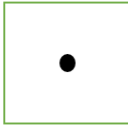


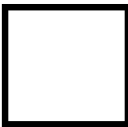

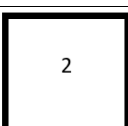
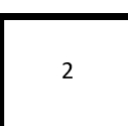
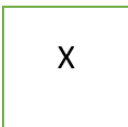
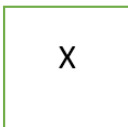
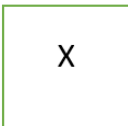
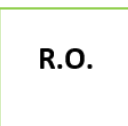
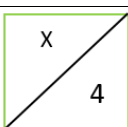
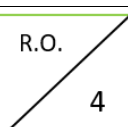

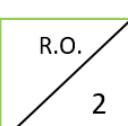
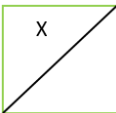
- Fall of wickets are shown as “X” in the batsman’s and bowler’s figures.
- When a wicket falls, complete the details of how the batsman was out, name of the bowler (except of the wicket was a Run Out). There is space provided to the right of the batsmen’s scores.
- As shown above, mark “X’ against the batsman who is out, and how many runs were scored (against the batsman who was on strike).

Overthrows

- If fielders overthrow the ball, the batsmen are encouraged to keep running.
- If the fielders overthrow the ball beyond the boundary, the batsman IS awarded 4 runs, PLUS whatever has been run (by the time the ball is no longer in play).
- If a wicket keeper misses a ball bowled by his bowler, and the ball escapes to the boundary, the batsman IS awarded 4 runs.

SUPER SIXES SCORING – SUMMARY SHEET

- Every ball that is bowled must be recorded (except for dead balls).

If:	Batsman on Strike	Bowler
No runs are scored:		
Runs are scored: (e.g. 4 runs)		
There is a wide: (Box outline)		
If runs are scored off a wide: (e.g. 2 runs)		
If the batsman on strike gets out by catch or a clean bowl: X = Wicket		
If the batsman on strike gets out by a run out (without scoring runs):		
If the batsman on strike gets out by a run out (with scoring runs): 4 = the number of runs		
If the batsman at the non-strikers end gets out (and they have completed 2 runs):		
NB: This shows that the NS batsman was the one out; BUT it also doesn't deprive him / her of their next ball. So when they face their next ball, put the number of runs in the lower RH corner.	Non Striking Batsman: 	

SUPER SIXES SCORING – ABSTRACT EXAMPLE

VALLEY DISTRICT CRICKET CLUB 2015/16

ABSTRACT FOR UNDER 8, UNDER 9 & UNDER 10 MATCHES ONLY

Round :	1	Grade :	Under8	Date of match :	9/10/2015				
Team Name :	Bulls			Opposition Team Name :	Colts				
Score :	5/119	Adjusted Score :	104	Score :	18/94	Adjusted Score :	40		
Team Member	Did Not Play	Batting		Fielding		Bowling			
		Runs	Catches	Run Outs	Stumpings	Overs	Runs	Wickets	Hat Trick
1	Freddy Jones	15	1			2	12	1	
2	Johnny Smith	11			2	2	8	2	
3	Cooper Cronk	12			1	2	9	3	
4	Justin Hodges	5		2		2	24	1	
5	Jonathan Thurston	55		2		2	4	2	
6	Sam Thaiday	20	1	1	1	2	21	3	
7	Ben Hunt	1		1		2	16		
8									
9									
10									
11									
12									
TOTAL SCORE		119				14	94	12	
WICKETS LOST		5							
Adjusted Score		104							

KEY POINTS TO REMEMBER:

Wides

- **Maximum of 3 wides per over**
- Batsmen get a free hit off the tee for each wide. They must stand between the wicket and the tee as if facing a bowler.
- If a batsman DOES HIT a wide, it's NOT then treated as a wide (even if called).
- If a batsman TIRES to hit a wide, but misses, it's still a wide.
- Are credited to the batsman

Run Outs

- Are not credited to the bowler
- **Fielders must try to throw the ball at the stumps – they MUST NOT take more than ONE STEP before releasing the ball.**
- **Fielders CANNOT run the ball to the stumps. If they do, it's NOT OUT.**

Overthrows

- **If the fielders overthrow the ball beyond the boundary, the batsman IS awarded 4 runs, PLUS whatever has been run (by the time the ball is no longer in play).**
- **If a wicket keeper misses a ball bowled by his bowler, and the ball escapes to the boundary, the batsman IS awarded 4 runs.**

General

- **Encourage the children to RUN on everything!**
- **DON'T GET TOO PEDANTIC ABOUT THE SCORING! This game is all about skill development in a fun environment.**
- **Have lots of FUN!**

Thank you for volunteering your services to score and