

# Sixes Cricket Rules

Fast, high-energy six-a-side cricket designed for festival play. Use these rules unless your event director confirms a variation.

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## Game format

- Teams: 6 players per side.
- Field: max 60m radius oval with standard wicket dimensions.
- Overs: 5 overs (30 balls) per innings.
- Every player (except the wicketkeeper) bowls one over.
- Fielding: every player fields - fitness is key.

## Speed up the action

- All bowlers deliver from the same end to keep the game moving.
- Run-ups are capped at 10 paces to maintain quick flow.

## Player rotation

To keep play fair and fun for all:

- Batting and bowling positions rotate after every game.
- Mandatory for juniors; optional for adults.
- Encourages equal opportunity and all-round development.

## Scoring big - Accelerator Zones

- Players retire at 40 runs but may return if the team is all out.
- A 10-run shot is awarded when the ball enters an Accelerator Zone around the field.
- Zones are marked with two CG flags, 10 yards apart.
- Balls entering the zone on the ground or in the air count.
- Umpire signal: arms crossed in an 'X' above the head (X = Roman numeral for 10).

## Special game rules

- If the last player is out, the remaining batter continues solo until all balls are bowled or they are dismissed.
- Wides and No Balls: 2 runs plus an extra delivery.
- No Ball = Free Hit on the next ball.
- Overthrows that pass through an Accelerator Zone = bonus 10 runs.

## In case of a tie

- Group stage: points are shared.
- Knockout stage: a Super Over decides the winner.

## Governing laws

All other aspects of play follow the official Laws of Cricket.