



GAME SET UP

Playing C6

- ⦿ A game of cricket played between two teams of six players.
 - ⦿ On a max 60m radius cricket oval, with standard wicket dimensions.
 - ⦿ Every player (except the wicket keeper), bowls an over (total 5 overs / 30 balls per team).
 - ⦿ Every player fields, the largest aspect of the game. Hence requires fitness to reach the highest standard.
 - ⦿ All bowlers in each innings, bowl from one end to speed up the game.
 - ⦿ Bowlers run ups are limited to 10 paces.
 - ⦿ After each game, each players batting and bowling position is rotated by one, to ensure everyone gets to bat and bowl (mandatory for juniors, optional for adults).
 - ⦿ Retirement after 40 runs scored by an individual player, player can return if the rest of the team is out.
 - ⦿ Ability to hit 10 runs with one stroke, if the struck balls enters the Accelerator Zones, of which there are six (6) - See diagram, placed at each point of a virtual hexagon.
 - ⦿ Accelerator Zones are marked by two C6 flags, placed 10 yards apart on the boundary.
 - ⦿ The ball can enter the zone on the ground, or in the air.
 - ⦿ A 10 is indicated by an umpire, by crossing arms in the shape of an X, in front of and above their head. (X is the Roman Numeral for 10).
 - ⦿ If the last player is out, the remaining batter continues until all the balls are complete, or until they are out.
 - ⦿ In the event of a tied score, the points are shared, except in the knockout stages, where there will be a super over. (see below)
 - ⦿ Wides and no balls, 2 runs and an additional delivery.
 - ⦿ No ball results in a free hit on the next delivery.
 - ⦿ Overthrows passing through the Accelerator Zones will also result in ten (10) runs being awarded.
 - ⦿ The game is won by the side having the highest score, after completion of the game.
 - ⦿ Three (3) points are awarded to the winning side. If the game is a tie, both teams will receive two (2) points, the losing side will receive zero (0) points.
 - ⦿ In addition to the above, irrespective of the result of the match, any team who scores ninety (90) or more runs in their innings, or who dismiss all six (6) opposition batsmen, will receive one (1) bonus point.
 - ⦿ All teams are to bat out their five (5) overs, even if they have passed the winning score.
- Ties:
- ⦿ A Round Robin Play. In the event of the total number of log points being equal, in any table on completion of a round, the winner will be determined by applying the following criteria in order:
 - i) Total Runs Scored
 - ii) Coin Toss
 - ⦿ Knock-out round. In the event of a tie in a knock-out round (i.e. semi-final or final), the teams will contest a super over to determine the winner.

Each C6 box indicates an Accelerator Zone and it's recommended positioning.

