



# RAPID FIRE

## Club Under 8 Competition Rules

Rapid Fire is a competition that we have been delivering in schools during lessons and as competitions between schools since 2015, and has proved hugely popular with Under 8's. The fast paced games take around 20 minutes to complete and keep all players involved whether fielding batting or cheering on their teammates.

This year we are introducing Rapid Fire festivals for Clubs and All-Stars centres to enter. Rapid Fire is also called 'Rapid Rocket Batting' or '3 Tees' in some areas

### **Eligibility**

The competitions are open to any clubs affiliated to Kent Cricket or All-Stars Centres within the county.

Clubs or centres may enter multiple teams into the competition.

These competitions are for Softball cricket beginners only- more experienced players should be considered for The 45 Countdown cricket competitions for Under 9's or Under 11's. Players that play hardball should not be selected in sides.

All clubs should respect this rule and select sides accordingly.

All players must be 7 years old or younger at midnight on 1<sup>st</sup> September 2021.

### **Format**

Clubs/teams can enter one or more Rapid Fire Festivals taking place across the county. Festivals are stand alone competitions with no progression to county or regional finals.

### **Pitches**

Pitches will be set up by the Kent Cricket festival organiser and host venue, based on festival requirements.

### **Equipment**

Kent Cricket will provide all equipment for pitches at festivals.

Clubs/Teams may bring their own bats to use during matches.

Bats maybe plastic or wooden but should be of suitable size and weight for the players.

### **Umpiring & Scoring**

We will endeavour to provide young leaders to score at festivals however Teams should be prepared to provide a competent umpire and scorer for each game, this can be done by 1 person.

Umpiring and scoring should be done by team Coaches, Managers or Young Leaders. Clubs should try to avoid using a parent who's child is participating where possible.



Scoresheets will be provided.

Umpires/scorers inform each other of runs scored for each turn to ensure consistency and accuracy.

### **Results**

Host clubs should ensure all results are recorded accurately including runs scored by teams as these may be used to decide between top sides for finals day.

## **Rapid Fire Game Play Rules**

A team shall consist of 8 players, teams may have a squad of 10 but only 8 may play in any one game. Where possible playing teams should consist of at least 2 girls.

A Game shall consist of 2 innings- each team batting once, the team batting first will be decided by bat flip. One captain should flip the bat and the other call, 'flat side up' or 'flat side down'. The winning captain will then choose for their team.

An innings consists of 1 turn per batsman.

On their turn, the batter will hit 3 balls from Batting Tees, towards the fielding line (they may not hit the balls backwards).

Once they have hit all 3 balls, they start to run around 2 set of stumps.

Fielders must not move until the final 3<sup>rd</sup> ball has been hit. This includes chasing the ball or attempting to stop the ball going past them.

If a fielder moves significantly or deliberately stops a ball, they will be reminded of the rule in the first instance, further occurrences will result in 1 extra run being added to the batters score.

It is the responsibility of the fielding teams coach/manager to action this in an appropriate manner.

After this they must collect the balls, tees and cones and replace them as quickly as possible.

The batter continues to run until the fielding team has replaced the balls, tees and cones on the spots, ready for the next batter, and all fielders have returned behind the fielding line.

Total number of runs scored decides the outcome of the game, highest score wins.

Only completed runs count towards the batting teams total. (a completed run is half a circuit around the stumps).

The batters scores are added together to calculate the team total.

Once all batters have had a turn, the innings is complete.

Teams will score 3 points for win, 2 for a tie, and 1 for a loss in the group stages.

In the play-off stage in the event of a tie the winner will be decided by a sudden death play-off- each team will have 1 go in turn; the highest run scorer will decide the game. This shall continue until there is a clear winner.

The decision of the umpires/ organiser is final.