

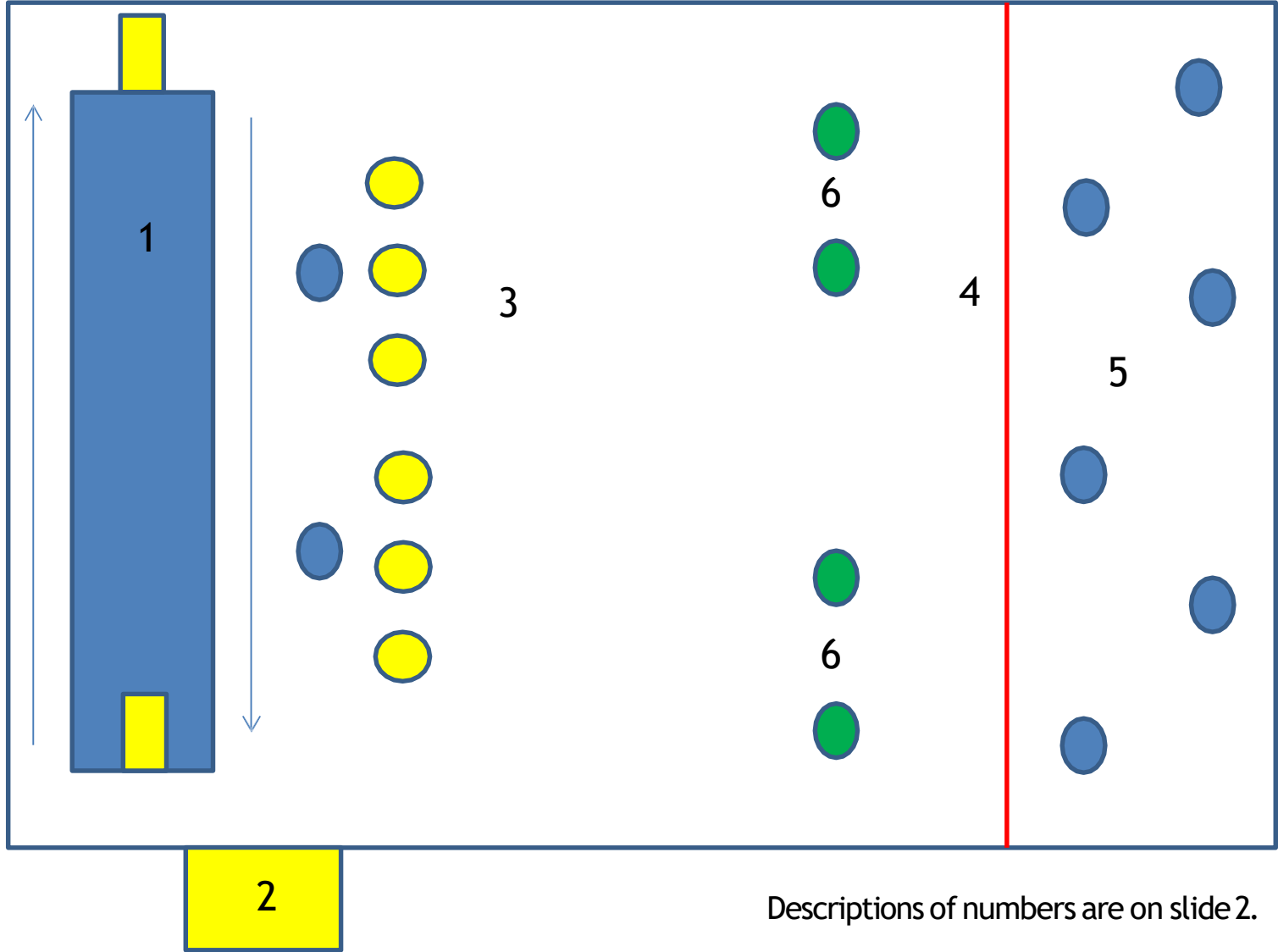
# 6T's Rapid Fire - Pitch Layout



CHANCE TO SHINE  
Spreading the power of cricket



← Half a Sports Hall (2 badminton courts plus run off) →



Descriptions of numbers are on slide 2.

# Basic Layout and Tips



CHANCE TO SHINE  
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1. Once 6 balls have been struck, players run back and forth between the two sets of stumps which are placed 10-12 metres apart. 2 spot markers can be placed on the floor to give the children a guide of where to touch their bats down before they turn.
2. Batting Team Box - this is where the 4 waiting batters stand and the 2 squad players.
3. 6 Tees set up on 6 spot markers with 6 soft balls placed on top of the tees. 2 batters (blue circles) ready to strike 3 balls each.
4. Red Line is a line of Red Cones, approx. 1.5 - 2 metres from the back wall. Fielders must remain still and behind the line until all 6 balls have been struck. Fielders must then get back behind the line once they have replaced all the balls and tees back to the spots as shown in demo video
5. 6 Fielders in play, 2 squad players can wait next to the batters box. If the ball is hit in the air, fielders can "Catch" the ball as long as they DO NOT move. This will result in -5 runs against the batting team as demonstrated in the video link.
6. Bonus Scoring Zones (approx 1.5 metres wide) - any ball struck through the zones by the batters get an additional 4 runs added.

Demo Video Link on Cambridgeshire Cricket Website:

<http://www.cambscricket.org.uk/page/schools--education/primary-school-activity/6ts-rapid-fire-15035/>

The demo shows the game being played outdoors, the only difference is the red line is straight rather than curved and the balls will bounce off the walls. Otherwise everything is the same.