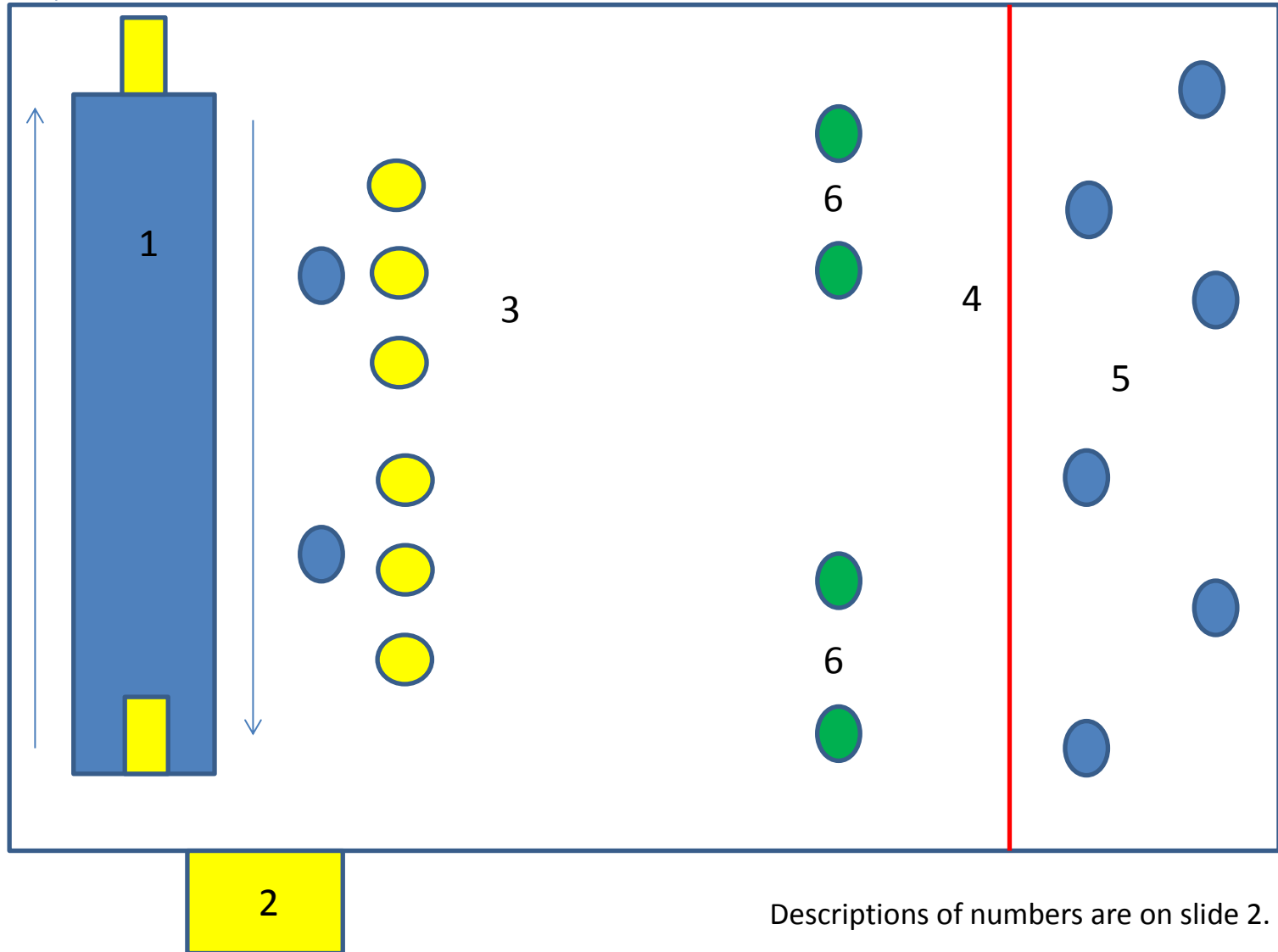


6T's Rapid Fire – Pitch Layout



Delivery Partner

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



Descriptions of numbers are on slide 2.

Basic Layout and Tips

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.
6. Bonus Scoring Zones – any ball stuck through the zones by the batters get an additional 4 runs.

Demo Video Link on Herts Cricket Website:

<http://www.hertscricket.org/page/education/schools-programmes/6ts-rapid-fire-10474/>

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.