

GT's Rapid Fire Scorecard

Team Name	Runs Scored	Score
Pair 1		
Pair 2		
Pair 3		
	Team Total	

Team Name	Runs Scored	Score
Pair 1		
Pair 2		
Pair 3		
	Team Total	

Winning Team -

Rules

- Teams of 6 players per side per game (Squad of 8 – 4 Boys/4 Girls)
- Bat in pairs
- 6 balls per pair with 3 balls per batter
- Fielders must be behind the red line
- One all 6 balls have been struck batters run between the wickets
- Fielders must collect the balls, replace them on the tees and return behind the red line in order to stop the batters running
- Balls that are hit through the scoring zone count as 4 extra runs per ball
- Once all 6 batters (3 pairs) have been the teams swap over
- Fielders are not allowed to move until all six balls have been hit
- If a ball is struck directly at them they are allowed to stop it and hold on to it until the final ball is struck. If a fielder catches the ball, the batting team loses 5 runs.

Team Scoring

3 points for a win

1 point for a loss

If points are level, it is decided on Total Runs Scored

If Total Runs Scored are also Level, it is decided on Number of 4's Hit