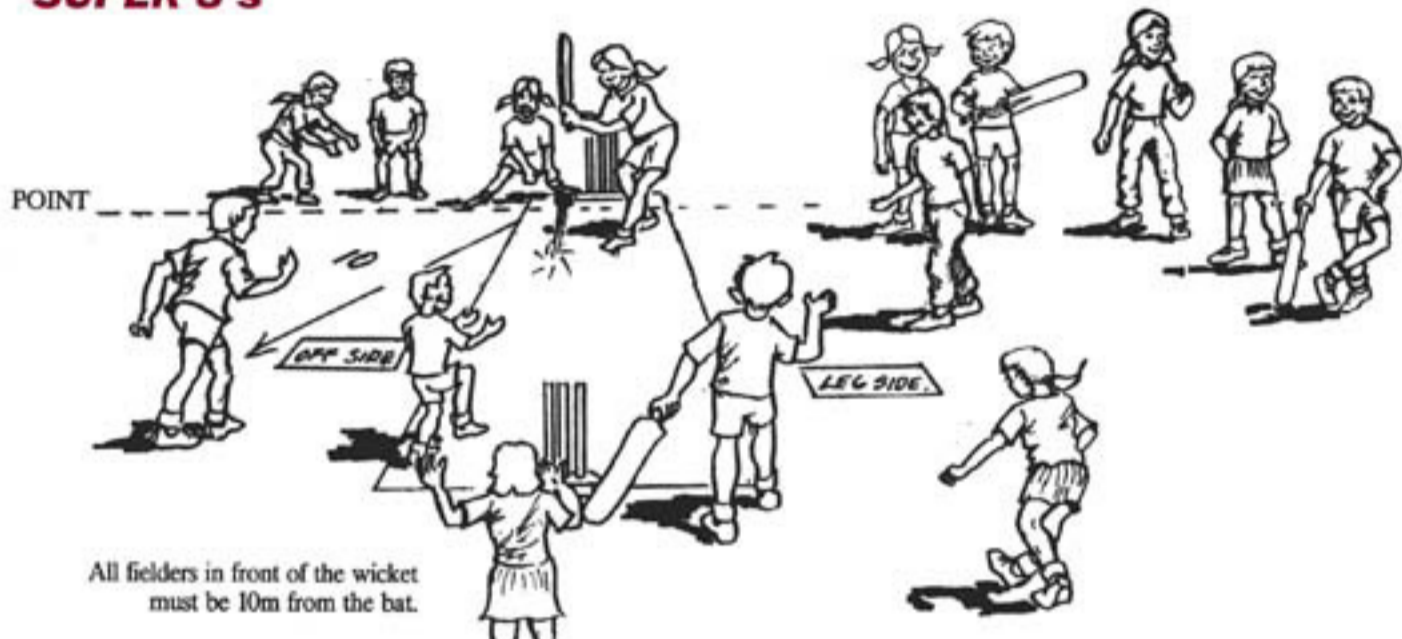


Modified Games - Advanced 3

Equipment: 2 sets of stumps,
1 ball and 2 bats.

SUPER 8's



This section outlines how your MILO Have-A-Go centre can organise your own Super 8s Cricket Competition Day. Super 8s is an exciting game that has been developed to suit boys and girls of all ages.

We encourage group co-ordinators to use the information listed below, which is flexible and may be adapted to suit your centres needs.

Games are played in accordance with the Laws of cricket as recognised by the Australian Cricket Board except as amended below.

1. Each game/match is played between two teams of 8 players.
2. Each innings consists of 8 x 6 ball overs, one over bowled by each member from each side. All are bowled from one end of the wicket.
3. All runs and extras are scored according to the accepted laws of cricket with the following exceptions.
 - (i) Any wide or no ball shall count as two extras to the batting side and an extra ball shall be bowled at which the batter has a "free" hit i.e. the batter cannot go out bowled hit wicket caught, stumped or LBW.
 - (ii) A ball called wide by the umpire will be considered a "dead" ball. Two runs only will be scored and the batter cannot be dismissed.
4. When the ball is delivered no player may field closer than 10m from the bat (except the wicketkeeper and slips fielder).
5. **Bowling**
 - (i) Bowlers may bowl over arm or underarm. However if the latter is chosen the ball must bounce once only before reaching the batter or reach the batter on the full below knee height.
 - (ii) The delivery, if in breach of the above shall be deemed to be a no-ball.
6. **Batting**

Players bat in pairs and each team is divided into pairs numbered 1 to 4.

 - (i) Each pair bat for two overs (except in the case of 5 (i))
 - (ii) Pairs remain batting, irrespective of the number of times they are "dismissed", until they have had their allocated number of overs.
 - (iii) Batters can be bowled, caught, run out, stumped or hit wicket.
 - (iv) The only penalty for going out is that the batters swap ends, except in the case of run out.
7. **Scoring**
 - (i) Variations to normal scoring are as follows:
 - (ii) A ball over the boundary on the full will be worth 8 runs (or 10 runs for easier scoring).
 - (iii) Any other ball hit along the ground on reaching the boundary shall be rewarded with four runs.

Note: On the reverse of this page is a score sheet which can be photocopied for multiple use.
8. **The Team Score**

This shall be calculated by multiplying the number of runs scored by the number of wickets taken.

e.g. 50 runs (made) x 8 wickets (taken) = 400