**Rapid Fire Cricket**

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.