



SMASH SERIES CRICKET

WOMEN & GIRLS GUIDE

SMASH SERIES CRICKET: WOMEN & GIRLS EDITION

Smash Series Cricket is the new fun-filled, all action, 60-minute way to enjoy cricket with friends!

The program is for all players of different experiences, whether you have never touched a cricket bat, returning to the sport, or played all their lives – this is for you! It is easy to set up & run, and as social as you'd like it to be.

Smash Series is perfect for mums, friends and newbies who are keen to try the sport, but don't have extensive time to commit to it, or maybe just want to understand the game better and play with their families. Smash Series is also perfect for young girls as it can act as a bridge between Cricket Blast & Junior Cricket for those girls who aren't ready for the hard ball and full protective gear, but it can also just be a great alternative to introduce them gradually into the game in a fun and beginner-friendly environment. The program has so much potential and flexibility to allow Women & Girls to make it their own!

This "Women & Girls Guide" suggests ways to specifically promote, engage and improve the experience for Women & Girls. As always, we would love to hear your feedback and any other ideas or suggestions you have in this space.

As always, please reach out to your local WAC Cricket Manager or a Women & Girls team member if you have any questions.



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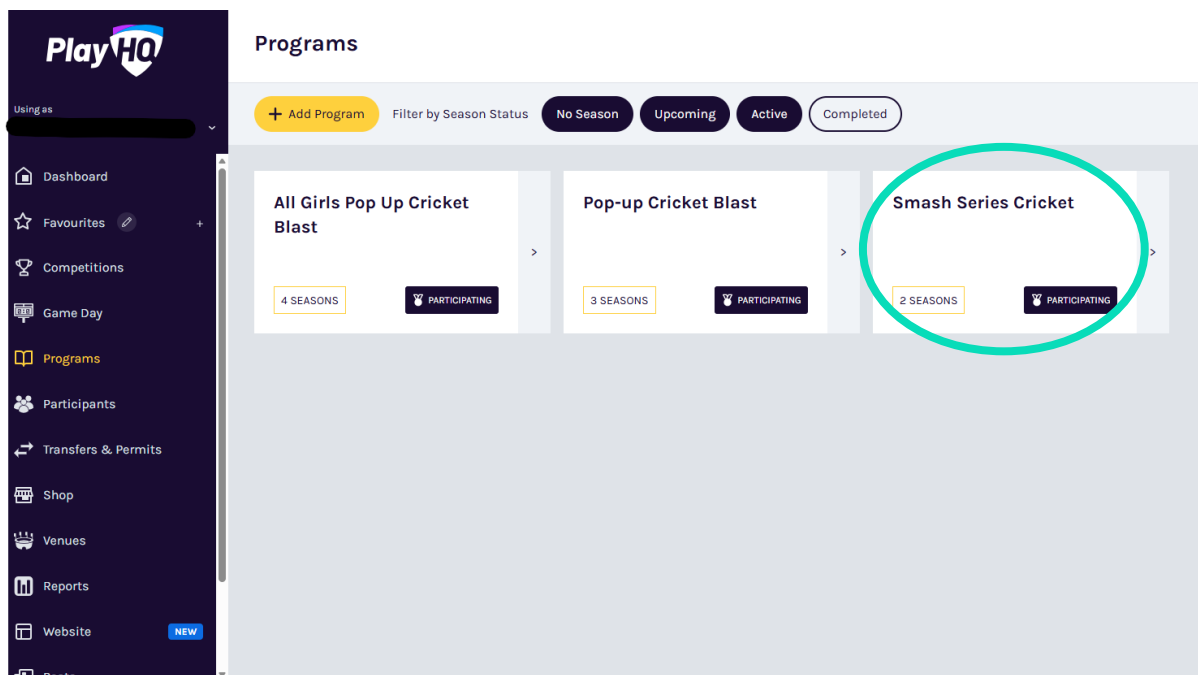
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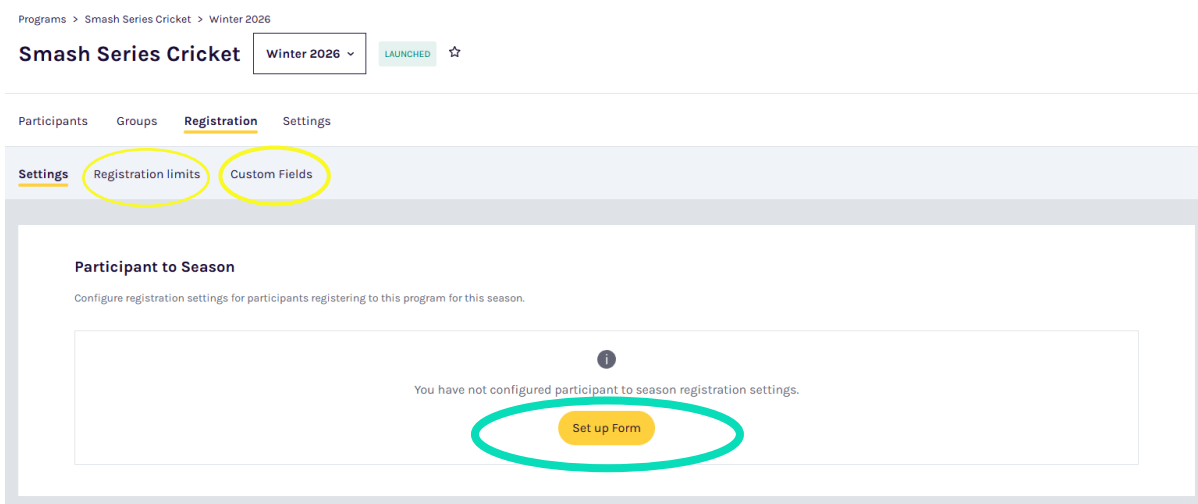
SET UP

PLAYHQ SET UP

The first step to setting up your Smash Series program on PlayHQ is by contacting your local Cricket Manager. Currently, WA Cricket staff will need to set up the program tile for you before you can then set up the registration form. Once it is set up, it will appear in your “Programs” on the left-hand side.



From here, you will need to set up your registration form under the correct season. Click “[Set Up Form](#)” and follow the prompts to fill out each section.



You can use the “[Registration Limits](#)” tab to set a maximum number of registrations for your program. You can use the “[Custom Fields](#)” tab to set custom questions for the registration form (e.g. Do you have any dietary requirements? Would you be interested in being a part of the Smash Series planning committee at our club?).

Program Costs

- The National Registration Fee (NRF) for the Smash Series program is **\$9.50** for children & **\$16** for adults which covers insurance for all participants and must be included in your fees.
- The suggested total program cost is:
 - \$10 per week for Juniors/Youth
 - \$12 per week for Seniors
- The reasoning for these suggested costs is to make the program affordable, but to also not financially compete with Cricket Blast for Juniors.

Groups

If you have pre-set teams or would like participants to register to a specific group, you can use the “Groups” tab to create as many as you need. When you are creating the groups, will need to make them “Visible” for participants to be able to select their group/team upon registration or you can leave them as “Hidden” and organize players into groups/teams yourself.

Programs > Smash Series Cricket > Winter 2026

Smash Series Cricket Winter 2026 LAUNCHED ☆

Participants **Groups** Registration Settings

+ Add Group

There are no groups set up for this season.

+ Add Group

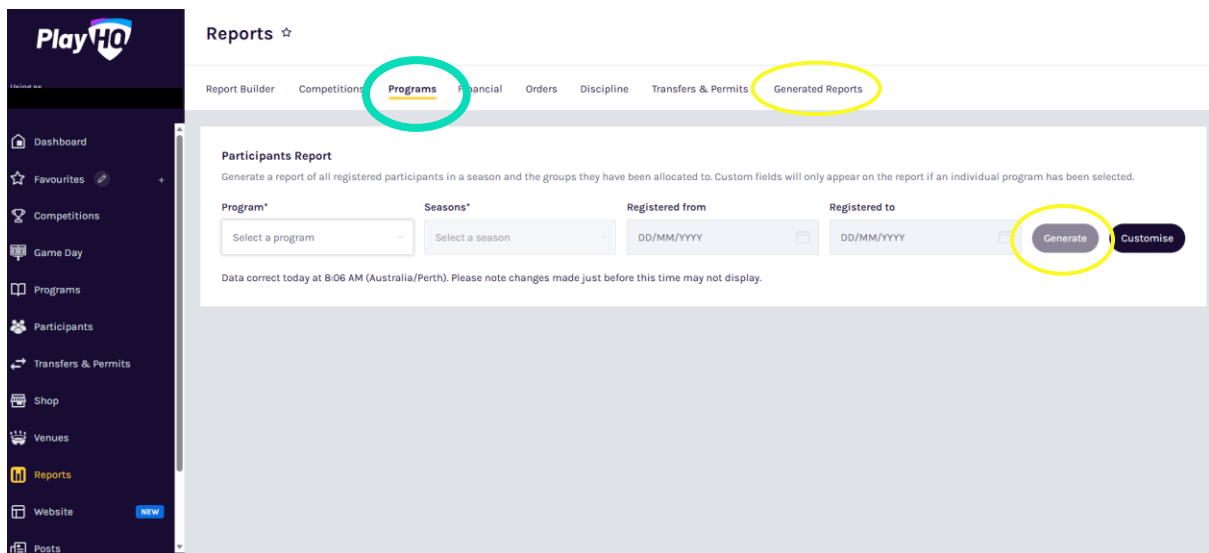
Group Visibility

Set whether you would like this group to be visible on your registration form.

☒ VISIBLE ☐ HIDDEN

Finding Contacts

You will then need to contact your participants in the lead up to the first session or for any important updates. To do this, you will need to create a report which will compile all participants' details onto one spreadsheet. Navigate to the “Reports” tab on the left-hand side and then click on “Programs” across the top of the page. Fill out the dropdowns to the correct program and season (“Registered From” & “Registered To” are optional to fill in). Click “Generate”. Then head to the “Generated Reports” tab across the top and download your report.



For any further information on PlayHQ set up and general queries, please contact your local Cricket Manager or use the [PlayCricket Support](#) website to submit a request.

FIELD & EQUIPMENT SET UP

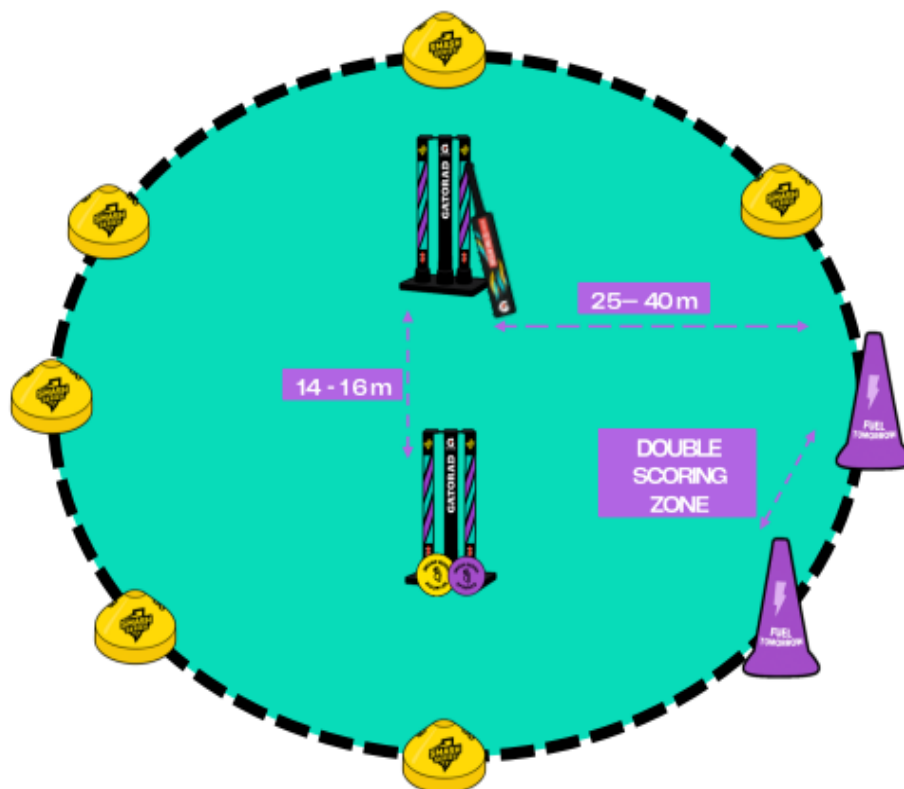
Smash Series equipment can be purchased on the Cricket Blast Shop - <https://shop.cricketblast.com.au/>

In a Smash Series Equipment kit, there is enough gear for two grounds. The Kit includes:

- A Kit Bag
- Cones – 32x yellow boundary markers & 4x purple double scoring zone markers
- 6x Balls – two rubber “Bouncer” balls, two hard tennis “Spin” balls and two half-tennis, half-rubber “Swing” balls.
- 4x Carbon-fibre Bats – light-weight alternatives, sizes range from smallest to largest between 4, 6, Youth (Y) & Short Handle (SH).
- 4x Heavy-based plastic stumps



The field set up is dependent on the space you have available and the rules you may choose to play. The image below is a guide (recommended 10 metres/steps between cones):



UMPIRING

Your role as an umpire is to keep the game moving & help everyone enjoy their experience.

Umpires will need:

- Scoring device – digital or written.
- Understanding of the rules (it is helpful to have an easily accessible copy of the summary!).
- List of participants.
- Delivery equipment.

Setting the Tone & Coaching:

- Keep it social! Talk to the players, engage in a relaxed vibe, welcome the players to the field.
- Pre-Game reminder of rules (especially any additional rules you may be incorporating in that session).
- You may have a variety of skills and experience in your participants. It is encouraged to give some helpful tips along the way such as “try to keep your arm straight as you bowl” and “it can be helpful to yell “Yes” or “No” to your partner to let them know if you want to run between the wickets”.

SMASH IT TO THE NEXT LEVEL!

- Music!
 - Scan the code to use the Cricket Australia Smash Series playlist.
 - Make a shared playlist where all participants can have some input!
 - Make a ‘Walk-Out’ playlist where every player gets to pick the song they walk out to bat to!
- Team Names/Colours!
 - Provide some time in the early weeks of the program for participants to make their team, come up with a team name, and choose a team colour!
 - The teams could organise ribbons/hats in their team colours.
 - Host a “Crazy Dress Up” week where all the teams dress up in their colour as crazy as they’d like!
- Club Banners
 - Show off to the community what you are doing and make it known!
- Everyone loves Food!
 - Bring the program to life in the community by arranging coffee/food vans! Make it an event worth bringing the whole family to and spending their morning/evening at the club.
 - Be creative about food! Maybe put on a sausage sizzle or invite participants to bring a snack along/teams to take turns to provide food.



RULES

SUMMARY

	JUNIOR		YOUTH		SENIOR	
	NON-COMPETITIVE	NON-COMPETITIVE	COMPETITIVE	NON-COMPETITIVE	COMPETITIVE	
AGE	9-12	13-18	13+	16+	16+	
DURATION	60 mins	60 mins	60 mins	60 mins	60 mins	
PLAYERS	4-6	6	6-8	6	6-8	
OVERS	8-9	9	8	9	8	
WICKETS	Unlimited – No LBW +5 runs to bowling team	Unlimited – No LBW +5 runs to bowling team Option for Wicket loss	Loss of wicket – No LBW	Unlimited – No LBW +5 runs to bowling team Option for Wicket loss	Loss of wicket – No LBW	
PITCH	14m	16m	16M+	16m	16M+	
BOUNDARY	25m	30m	35m+	35m	35m+	
BALL	Tennis/Rubber/Swing	Tennis/Rubber/Swing	Tape Ball/Tennis Ball	Tennis/Rubber/Swing	Tape Ball/Tennis Ball	
BAT	Plastic/Carbon Fibre	Plastic/Carbon Fibre	Tape Ball Bat/Carbon Fibre	Plastic/Carbon Fibre	Tape Ball Bat/Carbon Fibre	
DOUBLE SCORING	Yes – 1x 10m zone on boundary (2 in PowerPlay)	Yes – 1x 10m zone on boundary (2 in PowerPlay)	No	Yes – 1x 10m zone on boundary (2 in PowerPlay)	No	

TEAMS

Smash Series cricket is designed to be flexible and adaptable. As a starting point, it is recommended that teams are made up of 6 players to maximise the fun. However, the table below outlines suggested overs per team and per batting pair.

PLAYERS PER TEAM

PLAYERS PER TEAM	<4	4	5	6	7	8	9
OVERS EACH TEAM	<8	8	9	9	9	8	12
OVERS PER PAIR	1 BATTER REMAINDER BOWL/FIELD	2	3* EXTRA TURN FOR 1 PLAYER	3	3* 1 PAIR TO SPLIT INTO 3	2	2
POWERPLAY OVERS	N/A	4	3	3	3	4	4

Every participant should have the chance to bat at some point throughout the day. A coin toss / bat flip determines who bats first.

BATTING

- Batters will bat in pairs.
- Batters should face an even number of balls each [over](#), e.g. if Batter A faces three balls and scores no runs, the umpire/scorer should switch the batters over so that Batter B gets the remaining 3 balls of the over.
 - Batters should also swap ends if they get out and at the end of each over.
- Batters are able to run and score [byes](#) even if they have missed the ball.
 - Including if the ball is missed by the [wicket keeper](#) and crosses the boundary, four byes will be scored.
 - There does not need to be any distinction between byes and runs in the scoresheet.
- Batters can score runs for [overthrows](#) (if a fielder throws the ball in to the wickets, but it is not collected by a teammate and it continues to run).

BOWLING

- All overs are bowled from the same end.
- At the end of each over, the fielders rotate one position in a clockwise direction. Therefore, all players will play all positions in the field including wicket keeper and bowler at least once.
- There is a maximum of six (6) balls in an over. In the event of a [Wide](#) or [No Ball](#), a [Free Hit](#) is rewarded.

- Free Hit: Batter gets one swing to hit the ball off a tee. The batter can only be [run-out](#) or [stumped](#) from a free hit, they can't get out any other way.
- No Ball:
 - A ball that bounces over shoulder height when the batter is in normal batting stance
 - Any ball that is a [full toss](#) above waist height shall be deemed a 'no ball'.
 - Any delivery that bounces more than twice or rolls before reaching the batter.
- Wide:
 - Any ball that travels outside of the wide markers at the batter's end or out of the batter's reach.
 - If a batter hits the ball, then it is not considered a wide.

FIELDING

- No fielders are permitted within 10m of the batter (except for wicket keeper behind the stumps).
- There should always be an even number of fielders on each side of the field.
- When a run-out occurs, no runs will be credited to the batter.

TAKING WICKETS

Wickets can be taken in the following ways:

- Bowled** – The ball hits the stumps and knocks off at least one [bail](#)—either directly from the bowler or if the batter accidentally hits the ball into their own stumps.
- Caught** – The batter hits the ball and a fielder catches it before it touches the ground.
- Run out** – The batter is running between ends and doesn't reach the [crease](#) line in time. If a fielder hits the [stumps](#) with the ball and a bail comes off before the batter's bat or body is grounded past the crease, they're out.
- Stumped** (only when very obvious, umpires' discretion) – The batter steps out of their crease to try and hit the ball, they miss the ball, and the wicketkeeper quickly grabs the ball and knocks the bails off before the batter can get back into their crease.

The bowling team will receive five BONUS runs for each wicket taken.

The Leg-Before-Wicket (LBW) law is not in play for this format.

SCORING RUNS

- Runs can be scored by:
 - Running between the wickets (1 run each time batters safely get from one end to the other).
 - Hitting the ball to the boundary:
 - 4 runs if along the ground (no runs between the wicket are counted).
 - 6 runs if on the full (no runs between the wicket are counted).
 - Wides/No Balls – 2 runs awarded to the batting team, plus any they score off the free hit.
 - Wickets – 5 runs awarded to the bowling team's score for any time they get an opposition batter out.

SMASH IT TO THE NEXT LEVEL

The following rules are **optional only**. You may implement these rules after a certain number of sessions to make it more challenging, more tactical or more engaging.

- **Double Scoring Zone**
 - All balls crossing into the double scoring zone will receive double the score for that ball.
 - E.g. A ball hit along the ground to the boundary in this zone is credited with eight runs.
 - The double scoring zone can be any 10m space around the boundary (marked out by different coloured cones) and can be useful in teaching players to practice hitting specific shots.
 - Exceptions:
 - The two penalty runs awarded for a “Wide” or “No Ball” are not doubled.
 - Runs received from overthrows are not doubled.
- **One-Hand-One-Bounce**
 - A batter can get out by being ‘caught’ after the ball has bounced once if the fielder uses one hand to catch the ball.
- **Modified Balls**
 - The Smash Series kit comes with 3x different balls: A Bouncer, Spinner & Swing ball,
 - Any balls can be used (outside of the above), but bowler picks which one they use each over for an added challenge.
- **Power Play**
 - 1 over per innings where there is an extra 10m double scoring zone
 - Batting team can choose where their extra double scoring zone is.
 - **OR** one over per innings where all runs are doubled.
 - Either have a set over (e.g. final over) for each innings, or the batting team can choose when to take their ‘Power Play’.
- **Tip & Run**
 - If the batter hits the ball at all with their bat, they must attempt to run on that ball.
- **Six & Out**
 - Put a second boundary of cones around the field.
 - Optional dismissal – if a player hits a six over the outer ring/boundary on the full, they are out!
 - If they hit a six that lands within the two rows of boundary cones, that counts as six runs.

SCORING

Scorecards have been developed by Cricket Australia for the Smash Series program.

- There are two types of scorecards – one that follows the batters and one that follows the bowlers.
- Both are available, as well as a 'How to Guide', depending on whichever you prefer.
- Note: You do not need both scorecards, just pick your preference!

SOCIAL CRICKET – BATTING SCORECARD

OVER 1							OVER 2							OVER 3							PLAYER	PAIR	TEAM	
BATTING PAIR 1																			WIKTS	RUNS	WIKTS	RUNS	WIKTS	RUNS
	1	2	3	4	5	6	EXTRAS						1	2	3	4	5	6	EXTRAS					
BATTING PAIR 1																			WIKTS	RUNS	WIKTS	RUNS	WIKTS	RUNS
	1	2	3	4	5	6	EXTRAS						1	2	3	4	5	6	EXTRAS					

HOW TO GUIDE

- 1 Enter match details
- 2 Enter batter names
- 3 Enter bowler names
- 4 Mark a wicket (an out) with an 'X'
- 7 Mark no score with '0'
- 8 The result of a wicket is +5 runs to the bowling team
- 9 Fill in each required deliver box
- 10 Wides & No Balls will require extra deliveries – this can be added in the 'Extras' section

SOCIAL CRICKET – BOWLING SCORECARD

BATTING TEAM		BALLS BOWLED										SCORE PER OVER		PROGRESSIVE					
OVERS	BOWLERS NAME	SCORE PER DELIVERY										EXTRAS				WIKT	RUN	WIKT	RUN
		1	2	3	4	5	6	7	8	9	10								
OVERS 0-3	1																		
	2																		
	3																		
OVERS 4-6	4																		
	5																		
	6																		
POWERPLAY																			
POWERPLAY	7																		
	8																		
	9																		

HOW TO GUIDE

1

Enter teams playing at

2

Enter batting team at

3

Enter bowler names (v

4

Mark a wicket (an 'out

Ensure that you transfer Bonus Runs from opposition batting scorecards

TOTAL RUNS	
BONUS WICKETS/RUNS	
TOTAL SCORE	

BATTING TEAM		BALLS BOWLED									
OVERS		BOWLERS NAME	SCORE PER DELIVERY						EXTRAS		
			1	2	3	4	5	6	7	8	
OVERS 0-3	1										
	2										
	3										
OVERS 4-6	4										
	5										
	6										
POWERPLAY											
POWERPLAY	7										
	8										
	9										

Match Won By:

TOTAL RUNS	
BONUS WICKETS/RUNS	
TOTAL SCORE	

HOW TO GUIDE

- 1 Enter teams playing at top of score sheet
- 2 Enter batting team at top of each section
- 3 Enter bowler names (You will not need batting names)
- 4 Mark a wicket (an 'out') with an 'X'
- 5 Mark a Wide (wider delivery) with a 'WD' – As this adds 2 runs.
- 6 Mark a No Ball with an 'NB' – As this adds 2 runs.
- 7 Mark no score with '0'
- 8 The result of a Wicket is +5 runs to the bowling team
- 9 Fill in each required delivery box each over (6 min – 10 max)
- 10 Wides & No Balls will require extra deliveries – this can be added into the allocated 'Extras' session
- 11 At the end of each over add up wickets/runs and progressive totals (overall) Then total the batting score at the end of the innings & transfer wickets to the other team.
- 12 Sum the teams Batting score with their Bowling score to find their Total score.

BOWLING SCORECARD



BATTING SCORECARD



There is a digital option for scoring too – download the “Point Counter App” using the QR codes below.

The diagram illustrates the Point Counter App interface and how to download it. On the left, there are two download options: the App Store (blue icon) and Google Play (multi-colored icon). Below each icon is a purple square with a white '+1' and a QR code. A bracket labeled 'TEAMS' connects these download options to the app interface. The app interface is a smartphone screen showing four sections: 'Legends' (blue), 'Superstars' (red), 'Balls' (dark blue), and 'Overs' (dark blue). Each section has a large '0' in the center, a minus sign on the left, and a plus sign on the right. A red circle highlights the plus sign in the 'Legends' section. A red circle highlights the minus sign in the 'Balls' section. A red circle highlights the plus sign in the top right corner of the app interface. A bracket labeled 'OVERS/BALLS DELIVERED' connects the 'Balls' and 'Overs' sections. A purple box labeled 'STEP 1 ADD 4 BOXES USING + ICON' points to the plus sign in the top right corner. A purple box labeled 'ADD RUNS TO EITHER TEAM USING + ICON' points to the plus sign in the 'Legends' section. A purple box labeled 'REMOVE RUNS/BALLS FROM EITHER TEAM USING - ICON' points to the minus sign in the 'Balls' section.

TEAMS

STEP 1
ADD 4 BOXES
USING + ICON

ADD RUNS TO
EITHER TEAM
USING + ICON

REMOVE
RUNS/BALLS FROM
EITHER TEAM
USING - ICON

OVERS/BALLS
DELIVERED

OTHER RESOURCES

SMASH SERIES FLYERS, SOCIAL MEDIA TILES & CERTIFICATES



[CLICK FOR RESOURCES](#)



SAFETY GUIDE



THANK YOU

Thank you for taking part in this program! We hope you enjoyed the experience.

For more information about Smash Series Cricket, contact your local WAC Cricket Manager or head to <https://play.cricket.com.au/play/smash-series>

GLOSSARY

Byes/Leg Bye – Runs scored not from the bat hitting the ball, instead from hitting a part of the batters' body (e.g. leg) or missing the batter entirely.

Cricket Blast – The fun-first program designed for kids to learn through exciting activities and modified games. It's all about smiles, high-fives and building a love for cricket.

Cricket Manager – WA Cricket staff who are involved with Junior Cricket club engagement and support in the Metro & Country regions of WA. Find the full list of contacts here:

<https://www.wacricicket.com.au/support/community-cricket-contacts>

Delivery – Another word for a ball bowled.

Free Hit – A free hit is rewarded in this format if the bowler delivers a wide or a no ball. The batter can only be run out or stumped from a free hit, they can't get out any other way.

Junior Cricket – The next step for kids aged 8-18 who are ready to advance their cricket skills through organised games. The junior cricket pathway nurtures their passion, builds their confidence, allowing them to create lifelong memories in the sport.

LBW – "Leg Before Wicket" is a way that a batter can get out if the ball hits them on the leg but would be assumed to have hit the wickets if the batters' leg was out of the way. It is a rule created to prevent batters from using their body to protect their wickets rather than their bat.

No Ball – A ball that bounces over shoulder height when the batter is in normal batting stance or any ball that is a full toss above waist height or any delivery that bounces more than twice or rolls before reaching the batter.

On Strike – The batter who is currently facing the bowler.

Over – An over is 6 legal balls/deliveries in a row bowled by one bowler.

Overthrow – A ball thrown in to the bowler/wicket keeper by a fielder that misses its target and potentially allows the batters to fit in another run.

Wicket Keeper – The fielder that is positioned directly behind the wickets at the batters' end.

Wickets – Three vertical sticks (stumps) at each end of the pitch. The **Bails** sit on top of the stumps to create the wickets.

Wide – Any ball that is bowled that travels outside of the wide markers at the batter's end or out of the batter's reach.

