



TEN10 RULES

GENERAL RULES

- Two teams of 10 players make up the Ten10 game
- Each player bowls 1 over apart from the designated wicket keeper
- There is then 1 super over in which 1 bowler can bowl a second over
- Batters bat in pairs for 2 overs per pair making up 10 overs
- Games should be completed in 1 – 1 ¼ hrs.
- Keep the game moving and swap pairs over by having them run on and off the ground

BATTING RULES

- Each pair bats for 2 overs regardless of how many times they are out
- Batters are to swap ends when out, apart from when run-out
- Runs are scored like traditional cricket: running between wickets, boundary 4's and 6's Wides and No-balls are both worth 1 run
- Any wide & no ball that the batter can't hit means the batter is given a chance at a 'free-hit'
- A 'free hit' means the batter hits a ball placed on the batting tee next to the crease or under arm ball so that batsman can hit the bowl
- Batters can't be out caught from a 'free hit' but can be out run-out if they choose to run
- The score for a 'free hit' is 1 run for the wide or no-ball plus what is scored from the 'free hit'

BOWLING RULES

- Each player bowls 1 over of 6 deliveries, wides and no-balls are not re-bowled
 - Batters can be out: caught, bowled, run out and stumped.
- Each wicket is worth 5 bonus runs to the fielding team
- Wides are balls that pass the batter outside the marked cones 1.2m from middle stump on each side
 - No-balls are deliveries that bounce over a batters shoulders or pass above waste height on the full
- If after 3 deliveries a bowler cannot bowl accurately and legally (with straight arm) they can bowl the remaining three balls under-arm, aiming for the ball to bounce only once

FIELDING RULES

- Fielders are not permitted closer than 10m to the batter at the point of delivery (apart from the wicket keeper)
- Rotate fielders into different fielding positions at the conclusion of each batting pair

NOTE: Please remember this game about having fun and each participant enjoying their opportunity; ensure the game is played in this spirit!

- Be flexible with your approach (eg. Boundary distance) depending on age and skill level of the teams but keep it consistent for both teams
- Always think about safety first, over-riding rule in all games is common sense!