

WELCOME TO THE EDGE

This is McDonald's Super Smash – fast bowling, fast action, it's excitement on the edge with power, pace, speed and skill.

Watch as 6 teams battle it out over 32 explosive T20 matches nationwide from Dec 4, with the Grand Final on 7 Jan. With 3 hours of high-speed cricket at every match there'll be enough adrenalin pumping action to keep friends and family entertained this summer.



THE MATCH KNOW HOW

3 HOURS
for each match.



20 OVERS
for each team to bat & score as many runs as possible.

6 BALLS
in 1 over.



11 PLAYERS
on each team.



2 UMPIRES
on the field control the game.



4 POINTS
to the winning team.



2 POINTS
for a tie or no result.



1ST placed team at the end of the round robin goes straight into and hosts the Grand Final. 2nd & 3rd placed teams play off in an elimination final for a spot in the Grand Final.

THE SCOREBOARD

The current batting team's runs vs. how many wickets they've lost.

25/1

The amount of overs/balls the batting team have faced.

(3.2)

The amount of overs/balls the batting team have remaining to face.

REM 16.4

The score the batting team needs to get past to win (if batting second).

TARGET 162

The batter the bowler is bowling to.

STRIKER*

12

(9)

BOWLER

1.2

12

0

The batter the bowler is not bowling to.

NON-STRIKER

4

(3)

RR 7.5

REQ 8.2

The amount of runs the batter has scored.

The amount of balls the batter has faced.

25/1		McDonald's SUPER SMASH			
(3.2)					
REM 16.4					
TARGET 162					
STRIKER*	12	(9)	BOWLER	1.2	12 0
NON-STRIKER	4	(3)	RR 7.5		REQ 8.2

BATTING

WAYS TO SCORE RUNS:



Runs
The batter hits the ball and runs to the other end of the pitch. They keep running to score more runs.



Free Hit
If a 'no ball' is bowled, the batter gets a free hit where they can only be run out on the next ball. Watch out, these often end up in the crowd.



4 Runs
The ball is hit to the boundary rope on the bounce.



6 Runs
The ball is hit on the full over the boundary rope.

"KNOCK"
Used to describe a batter's innings, e.g. "Great knock" if they have made a high score in an innings.

WICKETS

WAYS TO TAKE WICKETS:

There are 10 ways to take a wicket, but the most common are:



Bowled
The bowler hits the stumps with the ball and the bails come off.



Caught
The batter hits the ball in the air and a fielder catches it without it bouncing.



LBW
Short for "leg before wicket" and means the umpire thinks the ball would have hit the stumps if it hadn't hit the batter's leg first.

"HOWZAT" –
How is that?
A player must ask the umpire if the batter is out = The appeal.



Run Out
A fielder gets the ball while the batters are trying to complete a run, and hits the stumps before they return to their crease.

BOWLING

Overs are bowled at alternating ends of the pitch. A bowler can't bowl 2 overs in a row. Bowlers can only bowl a maximum of 4 overs each in a match.

Extras = runs that are awarded to the batting team for:



Wide
The bowler bowled the ball too wide for the batter to hit.



No Ball
The bowler's foot goes over the bowler's crease when bowling or the ball goes above the batter's waist without bouncing. The batter gets a free hit.

"DIBBLY-DOBBLY BOWLERS"
Medium pace bowlers who are good at slowing down the runs.



Bye
The batter misses the ball and takes a run.



Leg Bye
The ball hits the batter's pads or body and they take a run.

Wides and no balls must be re-bowled by the bowler.

BE IN TO WIN WITH SUPER SMASH LUCKY CARDS

Make sure to get your Super Smash Lucky Card on arrival at a match. Spot one of the Super Smash Plays listed on your card then take it to an event staff member to claim your prize.

