

Kwik Cricket rules

1. Pitch

Two sets of wickets, 17 yards part.

2. Teams

Each team comprises of 6 players. Suggested squads are up to 9 players.

3. The Start

The two teams toss a coin to decide which team has the choice of either batting or fielding first.

4. The Game

Throughout the Tournament each game shall consist of one innings per team, each innings to be 6 overs (6 Balls) long.

5. Batting & Scoring

- i) The batting side shall be divided into pairs, each pair batting for 2 overs, with a new pair starting at the start of the third and fifth overs.
- ii) Each team starts batting with a score of 200 runs.
- iii) Each time a batter is out, 5 runs are deducted and the other batter of the pair faces the next ball.
- iv) A batter may be out bowled, caught, run out, stumped, hit wicket.
- v) There is no LBW rule unless the batter deliberately kicks the ball with a leg or foot.
- vi) Runs will be scored in the normal way, as will byes.
- vii) 2 runs will be awarded to the batting team for each wide ball and no-ball bowled, but no extra ball will be allocated, except in the final over of each innings when, in addition to the 2 runs, an extra ball will be bowled (until you have had 6 good balls) See glossary overleaf for details.
- viii) At the end of the first 2 overs, the first pair of batters retires and are replaced by the second pair until all 3 pairs have batted for 2 overs each.
- ix) The second team then bats for its 6 overs.

6. Bowling and Fielding

- i) All players on the fielding side must bowl 1 over.
- ii) All players on the fielding side must keep wicket for 1 over. (usually your batting partner keeps wicket when you bowl.)
- iii) Bowling will take place from one end only.
- iv) Bowling should be overarm where possible. Each bowler **must** bowl their first 3 balls overarm.
- v) All players including the wicketkeeper must rotate fielding positions at the end of each over.
- vi) With the exception of the wicketkeeper, no fielder is allowed within 10 yards of the batter until the ball is played by the batter.

7. The Result

The team with the higher score wins. In the event of a tie the team taking more wickets will be the winner. If it is still equal, a draw will be awarded. In the play off finals each player bowls 1 ball at the wickets (no batter), with the team scoring the higher number of strikes the winner.

Glossary of Terms

LBW (Leg Before Wicket)

This rule will NOT be used UNLESS a batter deliberately kicks the ball with his/her leg or foot.

A Bye

If a batter misses the ball, or if it hits their body, they may still run and score "byes".

Wide Ball

A ball that is too far from the batsman to strike will be called a "wide". A ball will not be called a wide, no matter how wayward it may be, if the batsman manages to hit it!

If a ball results in more than 2 "wides", they will be added to the batting team's score and the 2 runs for the wide will be ignored. E.g. a bowler bowls a wide ball which is missed by the wicketkeeper and crosses the boundary for 4. 4 runs are given to the batting side, not 6.

You can be stumped off a wide or run out if going for extra runs (but you would still get 2 runs for the wide!!)

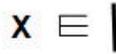
No Ball

If a ball, bowled overarm, bounces more than twice before reaching the batsman, (or if bowled underarm bounces more than once before reaching the batsman) ; bounces over shoulder height or reaches the batsman above waist height without bouncing, it will be called a "No Ball".

A batsman may hit a "No Ball" and if that shot results in 3 or more runs being scored, that score will count and the 2 runs for the No Ball will be ignored. If 1 or 2 runs are scored, the batsman will be credited with 2 runs for the No Ball.

The only way you can be out off a No Ball is if you are run out (but you would still get 2 runs for the No Ball !!)

Umpire should stand behind the wicket



Scorer should stand at square leg and checks run outs/stumpings and no-balls above waist height

Umpires Signals

