



RULES OF THE GAME

1. The Game

- ★ Each game is played between two teams with a minimum of eight players.
- ★ A coin toss is used to decide which team bats first in each game

2. Equipment

- ★ Plastic bats must be used by batters
- ★ Yellow Kanga balls will be used.
- ★ Batters do not wear pads or gloves

3. Batting

- ★ Eight batters are put in pairs numbered 1-4
- ★ Each pair will bat together for 2 overs.
- ★ Pairs remain batting irrespective of the number of times they are dismissed, until they have batted for 2 overs. Batters swap ends at the end of each over.
- ★ Players can be “out” in the following ways: “bowled”, “caught”, “run out”, “stumped”, “hit wicket”.
- ★ There is not LBW
- ★ The only penalty for being “out” is that players swap ends (this does not apply to “Run Out”) and the bowling team receives 5 bonus runs
- ★ The next batting pair must be ready to bat immediately following the previous pair’s innings.

4. Bowling

- ★ Eight players must bowl and wicketkeep for 1 over each (there is no designated wicketkeeper). One partner bowls whilst the other wicketkeeps (fields behind the stumps at the batter's end). At the end of the over they swap roles.
- ★ Bowlers are limited to eight Step run-ups. The maximum run up will be marked by a white line.
- ★ All overs are bowled from the same end. At the end of each over the batters swap ends.
- ★ There will be a maximum of 6 deliveries in one over. "Wides" and "No Balls" are not re-bowled SEE SECTION 6

5. Wides & No Balls

- ★ A ball that bounces over shoulder height while the batter is in a normal batting stance shall be deemed a 'No Ball'. Any full toss above the waist height shall also be deemed a "No Ball".
- ★ Two plastic cones shall be placed at 90°, 120 cms from the middle stump at the batter's end. Any ball that passes outside this area shall be deemed a "wide".
- ★ Any overarm delivery that bounces more than once or rolls along the ground, shall be deemed a "No Ball".

6. Free Hit

- ★ If a 'wide' or 'No Ball' is bowled then the batter receives a 'Free Hit' off the batting tee. Right hand batters must hit off the right batting tee and left hand batters must hit off the left batting tee. A batter only gets one swing at a free hit. The ball cannot be hit behind the wicket.
- ★ In the case of a "Free Hit", the fielding team must stay in the positions they were in at the moment the delivery was made until the ball is hit off the tee.
- ★ If a batter hits a delivery that would have been deemed a 'No Ball,' they score 2 runs plus whatever runs are scored from the shot and receive a 'Free Hit'.
- ★ If a batter hits a delivery that would have been deemed a 'wide'

they only score runs made from that shot and they may be caught and forfeit their "Free Hit"

- ★ The batter can only be dismissed by run out from a "Free Hit"

7. Fielding

- ★ No more than three players can field in the "double zone" at the time of delivery.

8. Scoring

- ★ All runs and extras are scored according to the rules of cricket with the following exceptions.
- ★ A "wide" or "no ball" is scored as 2 runs to the batting side plus whatever runs are scored off the "Free Hit"
- ★ Any run scored off the bat into the "Double Zone" will be doubled. The "Double Zone" is any area behind the stumps at the bowlers end. Eg 4 turns into 8.
- ★ Every wicket taken by the bowling side results in them receiving a bonus five runs to their score.