

Kwik Cricket is the fun way of getting into cricket and developing your skills.

But if you want to get there, it would probably help to know the rules!

Appendix i: Rules

1. Aim

1.1 The enjoyment for, and fair play by, all players.

2. Pitch

2.1 Two sets of wickets, 16 yards apart.

3. Teams

3.1 Each team comprises of eight players. Squads are limited to 10 players.

3.2 Quotas pertaining to mixed sex teams have been abolished.

3.3 In the event of injury to a player, a substitute will be allowed to field, but not bowl. Should such an injury prevent the player batting, a substitute will be allowed to bat only with the permission of the opposing member of staff. In any case, the use of substitutes must leave the team of mixed sex.

4. The Start

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

5. The Game

5.1 Throughout the Tournament each game shall consist of one innings per team, each innings to be eight overs long.

6. Batting & Scoring

6.1 The batting side shall be divided into pairs, each pair batting for 2 overs, with a new pair starting at the end of the second, fourth and sixth overs.

6.2 Each team starts batting with a score of 200 runs.

6.3 Each time a batter is out, five runs are deducted and the other batter of the pair faces the next ball.

6.4 A batter may be out bowled, caught, run out, stumped, hit wicket.

6.5 There is no LBW law unless the batter deliberately blocks the ball with a leg or foot.

6.6 Runs will be scored in the normal way, as will byes.

6.7 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 two runs, an extra ball will be bowled. See glossary for details.

6.8 At the end of the first two overs, the first pair of batters retires and is replaced by the second pair until all four pairs have batted for two overs each.

6.9 The second team then bats for its eight overs.

7. Bowling and Fielding

7.1 Each player on the fielding side must bowl one over.

7.2 Bowling will take place from one end only.

7.3 Bowling should be over arm where possible.

7.4 Players on the fielding side DO NOT need to rotate fielding positions.

7.5 With the exception of the wicketkeeper, no fielder is allowed within 10 yards of the batter until the ball is played by the batter.

7.6 No fielder may field within 10 yards of the wicket, measured from the middle stump except behind the wicket on the offside. A fielder may move into the restricted area to make a catch or field a ball provided he/she be outside the area when the stroke was made.

8. The Result

8.1 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, each player bowls one ball at the wickets (no batter), with the team scoring the higher number of strikes the winner.

8.2 Tied games will be possible in the National Final.

9. Eligibility

9.1 Please note that the tournament is open to all pupils under the age of 11 (at midnight on 31 August) at State Primary and Middle Schools in England, Wales, Scotland and Northern Ireland, under the age of 10 for Year 5 comp.

Appendix ii: Glossary

10. An Over

10.1 An over consists of 6 balls.

11. LBW (Leg Before Wicket)

11.1 In very simple terms, a batter can be given out if the umpire feels that a ball, which hits his/her leg or foot, would have hit the stumps. This law will NOT be used UNLESS a batter deliberately blocks or kicks the ball with his/her leg or foot.

12. A Bye

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

13. Wide Ball

- 13.1 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!
- 13.2 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.

14. No Ball

- 14.1 If a ball, bowled, bounces more than once before reaching the batsman, or if it reaches the batsman above shoulder height without bouncing, it will be called a “No Ball”.
- 14.2 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.