



Kwik Cricket Rules

in association with ECB, WCDG, Staffs Cricket and WASPS

1. Aim
 - 1.1 The enjoyment for, and fair play by, all players.
2. Pitch / Playing Area
 - 2.1 Two sets of stumps, 16 yards apart (14-15 metres). This marks the ends of the wicket.
 - 2.2 A crease approximately 2 feet (0.6-0.7m) in from either end of the wicket at the stumps base.
 - 2.3 An agreed outfield boundary for play, marked by line, cone or similar.
3. Teams
 - 3.1 Each team comprises of 8 players. Squads are limited to 10 players.
 - 3.2 Each team is split into 4 pairs for batting purposes.
 - 3.3 Quotas pertaining to mixed sex teams have been abolished, and are only influenced by the nature of the competition.
 - 3.4 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. If applicable, 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 being 8 overs long.
 - 5.2 In the event of an extended game, amount of overs per innings is to be agreed by the two members of staff.
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, 5 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, LBW (see rule 6.5) or 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.
 - 6.6.1 4 runs for a ball which crosses the boundary, making contact with the ground before the boundary.

- 6.6.2 6 runs for a ball which crosses the boundary without making contact with the ground before the boundary.
 - 6.6.3 2 runs awarded for 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.
 - 6.7 At the end of the first 2 overs, the first pair of batters retires and is replaced by the second pair until all 4 pairs have batted for 2 overs each.
 - 6.8 The second team then bats for its 8 overs and must complete 8 overs even if the second team supersedes the first batting team total runs.
7. Bowling and Fielding
- 7.1 Each player on the field must bowl 1 over.
 - 7.2 Bowling will take place from one end only, which will be agreed at the start of the game.
 - 7.3 Bowling should be overarm where possible.
 - 7.3.1 At local/district competition overarm bowling should be encouraged with the first ball of each over overarm every time. If no amount of coaching and encouragement can achieve overarm bowling, even from a base start, then the rest of the over can be bowled underarm.
 - 7.3.2 At county/national finals, underarm bowling is unacceptable and the 'double bounce' rule should be applied ie. if the ball bounces more than ONCE, or rolls along the ground before it reaches the crease.
 - 7.4 Players on the fielding side DO NOT need to rotate fielding positions. Rotation may occur however to ensure all children bowl one over in an innings.
 - 7.5 With the exception of the wicketkeeper, no fielder is allowed within 10 yards (9 metres) of the batter until the ball is played by the batter.
 - 7.6 No fielder may field within 10 yards (9 metres) of the wicket, with the exception of the wicketkeeper, measured from the middle stump EXCEPT behind the wicket on the off-side. A fielder may move into the restricted area to make a catch or field a ball provided he/she was 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 1 ball at the wickets (no batter), with the team hitting the stumps most often after the 8 bowled attempts winning.
 - 8.2 If the teams are tied on amount of hits to the stumps after the 8 bowled attempts, then the game moves into a sudden death phase, whereby if one team hits the stumps and the other misses on the next consecutive ball, or vice versa, then the team hitting the stumps are the winners.
9. Eligibility
- 9.1 Please note that the tournament is open to all pupils under the age of 11 (at midnight on 31 August 2015), with limitations on eligibility outlined by the type of competition being entered.

9.2 Any State School and Middle School entering must fall within the umbrella of Wolverhampton Association for Sports in Primary Schools (WASPS) and after 01/09/14 must be affiliated to WASPS by way of a fee.

Appendix

10. An over

10.1 An over consists of 6 balls bowled consecutively by one bowler.

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 batsmen 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. Eg. 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 TWICE (once at county level) before reaching the batsmen, 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.