

Kwik Cricket Rules

1. Each team will consist of 8 players. 2. Both teams will bat for 8 overs.
3. The batting team will commence the innings on 200.
4. Batters will bat for 2 overs in pairs.
5. All fielders must bowl one over each. Bowlers can bowl over arm or underarm.
6. If a batter is dismissed they must change ends and 5 runs will be taken from the total. A batter can be out by: Being bowled Being caught Being run-out Hit wicket
7. Wides and no-balls* will result in 2 runs to the batting team. The batter will then have a bonus ball, where they have 1 opportunity to hit the ball from a batting tee. The batter can hit the ball anywhere in front of the stumps and run if they choose to. The batter can still be out caught, hit wicket or run out.
8. If a batter hits the ball over the boundary without bouncing, they score 6 runs, if the ball bounces before crossing the boundary, the batter scores 4 runs.
9. The team with the highest runs at the completion of both innings will be the winner. In the event of the runs being tied the team that has lost the fewer wickets will be adjudged the winners.



* A 'wide' is defined as a bowl that is too far away from the batter to hit. A no-ball is a bowl that bounces more than twice or rolls along the floor.