

KWIK CRICKET (5-over) TOURNAMENT

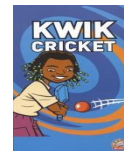
GENERAL RULES:

Teams should bring their own PLASTIC kwik cricket bats and an incrediball / windball (soft plastic cricket ball) to use in matches.

- Teams may be mixed and made up of 8 players per match.
- Each team will bowl 5 six-ball overs.
- Overs will be delivered from the same end. Batsmen will change ends at the end of the over.
- Matches will ideally last between 30 and 40 minutes.
- 5 different bowlers must be used- 1 player will act as wicket keeper and cannot bowl..
- Players bat until out unless they score 12 runs, after which they must retire. If all other players are out, retired batters may return until they are out.
- Matches will be played 1 third of the astro pitch, divided by the netting. Pitches will be 16 yards long.
- There is no gender restriction on the make up of teams.
- **No balls** (above waist height without bouncing / bounce more than twice on way to stumps) and **wides** will be worth 4 runs and **will not be re-bowled unless they are the last ball of the last over.**
- Players are not required to wear padding.
- There will be no lbw unless players deliberately kick the ball away.
- Matches will be played using a kwik cricket ball (No pads, gloves helmets required).
- Teams can use normal cricket bats or plastic kwik cricket bats. Please provide for your team.

BOWLING

- Bowlers must bowl 6 balls in an over.
- A bowler may only bowl 1 over per match.
- Bowlers may bowl underarm or overarm, but must notify the umpires of their intention.
- If a wide (*outside the width of the batting crease*) or no ball (*does not bounce and is higher than the batsman's waist or bounces 3 times or more on way to wicket*) is bowled, 4 runs are awarded to the batting team. The ball will not be re-bowled unless it is the last one of the last over of the innings.
- Bowling occurs from 1 end of the pitch only - to save time.
- Each bowling team must complete its' 5 overs within 20 minutes or less. Umpires will ensure timings are adhered to.



BATTING

- Every run scored is added to the total.
- Runs scored by the batsman hitting the ball are added to the batsman's total on the scoresheet.
- Runs scored when the batsman misses the ball are added to the "BYES" row on the scoresheet. They do not count for the batsman.
- 4 runs are added to the respective row on the score sheet for "Wides" and "No Balls". They do not count for the batsman.
- Batsmen must retire if they reach 12 runs, but may return to bat once every one else has batted.
- No runs are deducted for losing wickets.
- The remaining (last) not out batsman will bat with a non-striking player. The not out batsman will always face strike.

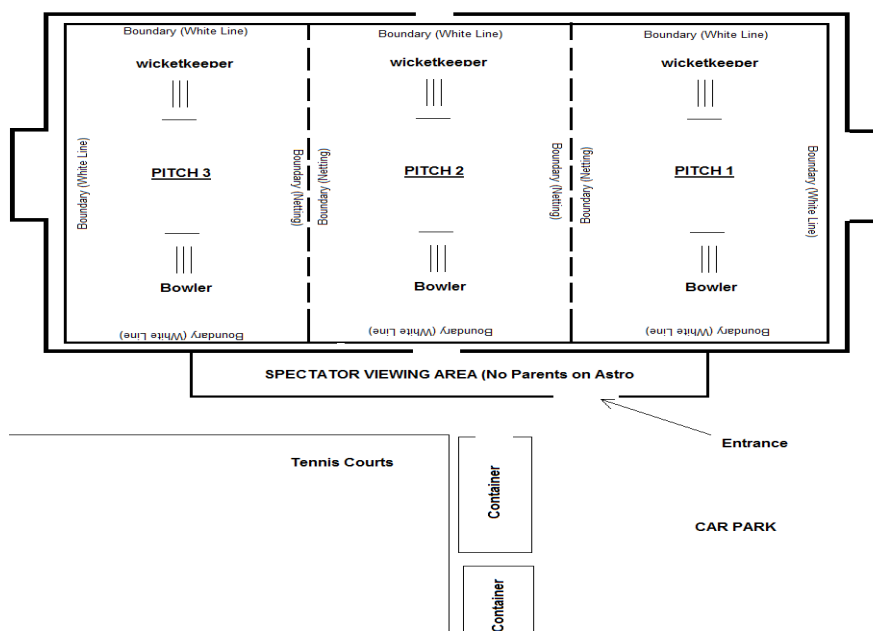
FIELDING

- The nominated wicketkeeper is not allowed to bowl.
- Players are not allowed closer than 10 M from the bat if they are in front of the batsmen.

UMPIRES

- Staff are expected to umpire / score their team during matches. Help will be provided to do this from PGW and other experienced staff.

Points will be awarded 1 for a loss, 2 for a draw, and 4 for a win. In the event of a tie the fewest wickets lost during the group stage will be taken into account. If there is still a tie a bowl off will occur. The match umpire will explain the bowl off rules to the participating teams.



Please print off as many as required

SCORE SHEET



BOWLING TEAM:

BATTING TEAM:

Bowling (5 x 6-ball overs per team)								Batting (Batters retire upon reaching 12 runs or more)			
Name:	Ball 1	Ball 2	Ball 3	Ball 4	Ball 5	Ball 6	Ball 7 (Wide)	Ball 8 (Wide)	Name:	Run Tally (write >> when out) (write (R) when retired)	Total
1									1		
2									2		
3									3		
4									4		
5									5		
<div> <div>0</div> <div>2</div> <div>4</div> <div>+</div> <div>4</div> <div>△</div> <div>3</div> <div>W</div> </div> <div> No Run Runs Wide No Ball Byes Wicket </div>								FINAL TOTAL:			
								Runs:			
								Wkts:			
								Byes (Runs without hitting)			
								Wides (4 runs each)			
								No Balls (4 runs each)			

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

After each ball is bowled the scorer should enter:

- The amount of runs scored for that ball in the bowlers section. (e.g. one of the following symbols
- The amount of runs scored by the batsman in the batting section (runs only count for the batsman if they hit it with the bat or part of body attached to it - if they run without hitting it called a "bye" - if it is a wide of no ball).
- Cross off on the tally sheet to know what the score is at any given time.

0 2 4 + 4 △ 3 W
No Run Runs Wide No Ball Byes Wicket