

Blacktown PSSA Junior Cricket (Kanga) Rules

Cricket is played in the Kanga Cricket format.

The game is played between two teams with 12 players (6 pairs)

A coin toss is used to decide which team bats first in each game.

Ground Set Up:

Stumps – 18 metres apart

Cones – boundary markers (measure 25-35 metres in each direction from each set of stumps).

Equipment:

Plastic bats may be used by batters (2 in total).

Yellow Kanga balls will be used for both play.

Batters do not wear pads or gloves in Kanga Cricket.

Stumps – two set of plastic stumps with a removable base and no bails are required.

Four coloured cones are encouraged as wide markers (two at each end).

Batting:

Twelve batters are put in pairs numbered 1 – 6.

Each pair will bat together for 2 overs.

Players remain batting irrespective of the number of times they are given 'out', until they have batted for 2 complete overs. Batters swap ends at the end of each over or when a wicket is taken.

Players can be 'out' in the following ways: 'bowled', 'caught', 'run out', 'hit-wicket'.

There is no 'Leg Before Wicket' (LBW) in Kanga Cricket.

The only penalty for being 'out' is that batters 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.

Once all six pairs have batted for two overs (a team total of 12 overs) the two teams swap roles.

Bowling:

- Twelve players must bowl and wicket-keep for one over each (The last bowler is the first wicket keeper).
- When a bowler completes their over, they then become the wicket keeper.
- Bowlers are encouraged to limit the length of their run-up.
- All overs are bowled from the same end. At the end of each over the batters swap ends.
- Umpires are asked to encourage bowling with a straight arm in the spirit of the rules.
- Each over shall be 6 legal deliveries, with a maximum of 8 deliveries per over.
- Any delivery that bounces more than twice shall be called a No-Ball.

No Balls:

The following will be deemed a 'no ball'

A ball that bounces over shoulder height while the batter is in a normal batting stance within the batting crease shall be deemed a 'no ball'.

Any ball that is a full toss above waist height while the batter is in the normal batting stance within the batting crease shall also be deemed a 'no ball'.

One run (extra) is awarded to the batting team for every 'no ball' bowled by the bowling team.

If a batter hits a delivery that would have been deemed to be wide of the 'no ball' markers, they only score runs made from that shot.

Fielding:

- Twelve fielders are permitted on the field at any one time.
- At the moment of delivery, no players may field closer than 10 metres from the bat (except for the wicketkeeper or slip fielders).
- Fielders can be interchanged at the conclusion of each batting pair. If a fielder is injured or ill a substitute may take his/her place and fulfil all requirements of that player.
- At the end of each over all fielders shall rotate one position around the field, in a clockwise manner.

SCORING:

- * Score sheets are included.
- * Please ensure that runs go into the column where they belong.
- * To find the teams score:
 - add all the runs, bonuses, extras and 5 runs for every wicket taken.
 - No Balls and Wides are both worth 2 runs.

TEAM SHORTAGES:

- * In the event of a school fielding less than 12 players the following rules apply:
 - the captain of the opposition **must** be asked to choose the member/s of the depleted team who will bat or bowl for a second time. **Remember:** no one may bowl more than two overs.
- * It is the responsibility of coaches to inform one another of team shortages and the responsibility of the umpire to ensure that this rule is followed. Failure to adhere to this rule will result in forfeit.