

Armidale and District Junior Cricket Association Inc.

2007-2008 Season

KANGA DUAL-WICKET CRICKET - UNDER 8 YEARS

We ask those supervising games to use their discretion to ensure maximum participation and enjoyment by the players, for example by balancing team numbers, encouraging good sportsmanship and helping players to improve their basic cricketing skills.

Rules are to be glued into the back of the scorebook. Unless stated otherwise, matches will be played under the rules adopted by the NSW Cricket Association.

Overview of dual-wicket cricket:

The game is played between two teams on two adjacent fields so that both innings go on at the same time. The team winning the toss chooses the ground on which his team will bat. At the start of play, the first two batsmen of one team take their places on Field 1 while 8 of their team mates begin fielding on Field 2. The opposite team provides two batsmen on Field 2, and 8 fieldsmen on Field 1. After every four overs, the batsmen retire and join their team fielding on the other ground, replacing the two players who come off to prepare to bat.

- 1. AGE:** Players must be under 8 years old on 1st September.
- 2. ATTIRE:** Whites are to be worn and all players are to wear hats and sunscreen.
- 3. PLAYERS:** Each team consists of 12 players (24 over game). At any one time there should be 2 batting on Field 1, 8 fielding on Field 2 and 2 preparing to bat. If team sizes are different, coaches should ensure that as far as possible, all players are given equal opportunity to participate.
- 4. EQUIPMENT:** Set of Kanga gear, smaller size yellow Kanga ball, scoresheet, boundary markers, witches hats, flags, bean bags or the like to mark the crease, and the 10 metre circle if possible.
- 5. PLAYING TIMES:** Teams are to be ready to bowl the first ball at 9.00am after tossing at 8.50am. If the game is interrupted by weather etc., both teams must face at least half the allotted overs for a result to be calculated (see Rule 11 - Scoring) otherwise the match is considered drawn.
- 6. FIELD AND PITCH:** A boundary of 30 metres is to be marked from the batting end. Creases can be marked with bean bags and if possible a 360 degree ten metre circle around the batters end so that fielders can keep their distance.(Only one end is used for batting)

The length of the pitch for Kanga under 8 years is 16 metres.

There is to be a line (the centre line) marked halfway along the pitch.

- 7. THE GAME:** Players bat in pairs for four overs. If a batter is dismissed at the strikers end, the pair change ends. At the end of each over they also change ends.

A batter can be dismissed in any of the ways possible in traditional cricket except LBW. The base of the Kanga stumps is deemed to be part of the stumps for the purposes of appeals for BOWLED and RUN-OUT.

Kanga cricket is not Hit and Run. All players are to bowl and wicket-keep and there is not to be a backstop behind the wicket-keeper.

8. MANKADS: A Mankad dismissal (i.e. a batsman run out at the bowler's end by the bowler before he has bowled the ball) shall not be legitimate unless the offending batsman has been given one prior warning.

9. RESTRICTIONS: No player shall bowl more than three overs. Bowlers may bowl underarm but are not to throw the ball.

No fielder is to be within 10 metres of the striker until a shot has been played. (This does not apply to the wicket-keeper or to slips.) Fielders may move into this area once a shot has been played.

10. WIDES AND NO-BALLS: Wides and No-balls score ONE RUN to the batting pair and NO additional ball is to be bowled.

The Umpire shall call WIDE if the ball passes out of reach of the batsman. If a player makes the decision to move away from his normal guard position and actually hits a ball which is (or could be) called 'wide' by the umpire, the 'wide' is nullified and the player can then be out stumped, bowled, caught, run out etc.

The Umpire shall call NO-BALL if the ball:

1. Passes over the height of the batsman's shoulder.
2. Is delivered as a throw
3. Is delivered by the bowler in contravention of the front foot rule
4. Is pitched short of the centre line (e.g. mulligrubber).

If the batsman scores any runs from a No-ball they are credited to his score and NO penalty is added.

11. SCORING: Scoresheets are supplied and separate instructions about their use are available. Scorers should sit together and agree on the scores at the end of each over. In the event of a disagreement they should clarify same with the umpire before the next over commences. If the result of the match hinges on the scoresheets that do not correspond the matter should be resolved before leaving the ground after the match.

At the completion of the innings the total runs scored are divided by the wickets lost plus one to get the score.

A batter who completes his/her allotted overs without losing his/her wicket shall score a bonus equivalent to 5 runs.

12. CHANGES TO FIXTURES: Any variation to fixture times or grounds (e.g. completing a game during the week) must be agreed between both team managers and the Association secretary before the start of the match, and take into account the availability of the ground.

13. RESULTS: Results are not required by the Association.

ADJCA Rules committee; John Croft, Grant Uphill