

KANGA CRICKET - SUMMARY OF RULES

INTRODUCTION

The aim of Kanga Cricket is to enable EVERY player to have a chance of success, as well as participating in an enjoyable game.

To achieve this, game Coordinators should adopt a flexible attitude and be prepared to adjust wicket length, speed of bowling, etc. to suit each player's size, strength and ability.

Coordinators should be prepared to offer ON THE SPOT coaching/assistance when the need arises – this also includes **encouragement** and **reinforcement**.

TEAMS

- It is recommended that each side have 6 players (to a maximum of 8) (no more, or games take too long).

EQUIPMENT AND GROUNDS

- Only approved KANGA equipment may be used.
- The pitch should be 14 - 16 metres long.
- The distance from pitch to boundary should not exceed 30 metres (boundaries optional).

BATTING

- Batters bat in pairs and continue to bat (irrespective of score or dismissals) for 4 overs per pair (2 overs suggested for initial games of season).
- If a team has an odd number of players, or less players than the other team, then one or more players may bat twice.
- Batters change ends -
 - after each dismissal
 - at the end of each over
 - when no run has been scored from 3 successive balls
- 4's and 6's should be allowed only if the boundary is clearly defined (umpires should confer on this before the match starts).
- Batters may be dismissed only if bowled, caught, run out, stumped or hit wicket. There are no LBW dismissals.

BOWLING

- Bowling is always from the same end.
- For the sake of the batters, a bowler who clearly cannot bowl overarm should be encouraged to bowl on a shorter pitch or, if necessary, bowl underarm.
- Bowlers should be encouraged to have a correct bowling action and not throw.
- There are 6 balls per over and no additional balls for Wides.
- There are no No-balls.

WIDES

- A ball that cannot be reached by the batter in the normal batting position or reaches the batter above shoulder height or which stops should be signalled "Wide" (even if the batter manages to hit it).
- If a run is scored from a ball called "Wide", the Wide signal to the scorer should then be cancelled.
- A batter may be dismissed off a "Wide" only if run out.
- A "Wide" may also be signalled if the ball is a full toss above stump height (umpires should confer on this before the match starts).

FIELDING

- Players field roughly in a circle around the pitch and rotate one position around the circle after each over. They bowl and keep wicket when the rotation puts them in the appropriate position.
- No player may field within 10 metres of the bat, except in slips. This rule is necessary for the safety of the players and must be strictly enforced.

SCORING

Details of each ball bowled in an over are kept in the space allocated.

Blewett/ Lehmann	Over 1		Over 2		Over 3		Runs	Wkts
	•	3	•	6	W	1		
							26	3
	1	W	•	1	2	•		
	W	4	3	2	3	•		

- = No run
- 1, 2, 3 etc = runs scored for a delivery
- W = either batter dismissed

NB: Scoring is for a batting pair and NOT for individual batters.

SCORES AND RESULT

- There are no sundries - all runs, wides, byes and leg byes are counted as runs to the batting pair.
- The score (average) for each team is the total number of runs scored divided by the number of dismissals. If either team has no dismissals, divide both scores by the number of dismissals + 1.
- The team with the higher average wins.

COACHING

It is suggested that prior to the commencement of games, children participate in a skills practice session.