How to Play Kwik Cricket

Kwik Cricket is a variation of the traditional English striking and fielding game. The aim of the game is to score more runs than the opposition.

Equipment

- cricket pitch
- two plastic cricket stump sets
- two plastic bats
- one plastic cricket ball

Symbols
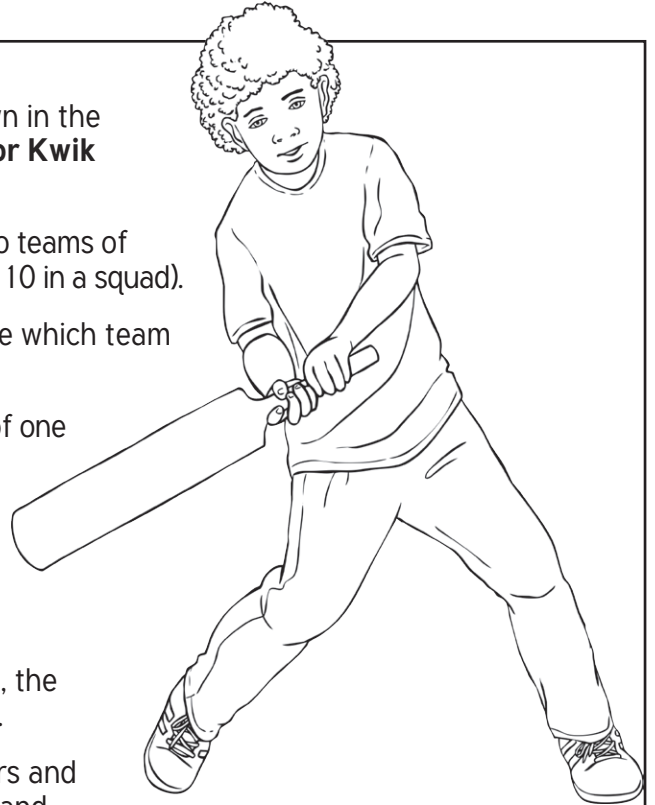
- • = no run, no wicket

W = wicket taken

1/2/3 = runs scored

O = no ball (number of runs written inside)

( ) = wide (number of runs written inside)

Scoring

- Each batting pair begins with 200 runs.
- If a player is out, five points are deducted but the player remains in the game.
- For each run made, a run is scored.
- If a wide-ball is bowled, two points are awarded.
- If the ball bounces over the boundary, four points are awarded.
- If the ball clears the boundary, six points are awarded.

How to Play

- Set up the area as shown in the diagram on the **Rules for Kwik Cricket Pitch** resource.
- Organise the children into teams of eight (there can be up to 10 in a squad).
- Toss a coin to determine which team bats first.
- Each game lasts a total of one innings per team (one innings is a total of eight overs).
- Each pair bats for two overs (six balls each).
- At the end of two overs, the next pair begins batting.
- At the end of the 8 overs and the innings, the batting and fielding team swap.
- The team with the most points at the end of their innings is the winner.

Batting

- Batters bat in pairs.
- Each batter bats for one over (six balls).
- Batters are out when they are bowled, caught, stumped, run out or the wicket is hit.

Bowling and Fielding

- Each player on the fielding team must bowl for one over (six balls).
- Bowling may only take place from one end.
- Bowling may be over or underarm – this will depend on the ability level of the players.
- A bowled ball must bounce once, to no higher than the batter's shoulders and within striking distance, either side of the batter's body.
- Fielders (other than the wicketkeeper) must stand at least 10 yards from the wicket when the batter is taking a shot.