



# KIWI 8s RULES...

## **General:**

1. Teams consist of 8 players
2. Innings are 8 overs per team
3. An 'incredi-ball' or soft cricket ball should be used.

## **Batting:**

1. Batters bat in pairs for 2 overs of 6 balls (12 balls), irrespective of how many times they get out.
2. Batters may be dismissed – bowled, caught, stumped, hit wicket or run out. There are no LBW (leg before wicket) dismissals.
3. On being given out, the batters change ends except for a dismissal on the last ball of an over.
4. Wooden or plastic bats and Cricket stumps to be used.

## **Bowlers:**

1. Bowl overarm or underarm for one over (6 balls) only.
2. There are no extra deliveries for a wide or no-ball, unless it is the last over of the innings (when a wide or no-ball shall be rebowled).
3. Bowlers who bowl underarm must make the ball bounce at least half way down the pitch towards the batter.
4. Any ball that cannot be reached by a batter is a "wide", while any ball that bounces above the batter's shoulder or is bowled on the full above the batter's waist is called a "no-ball". Wides and no-balls count as two runs.
5. A ball that is hit by the batsman cannot be deemed a "wide."
6. All extras, including wides, no-balls, byes and leg-byes, are credited to the batsman.

## **Fielders:**

1. No fielder is allowed to stand within 10 metres of the batters, except for the wicketkeeper who should be positioned behind the striking batter's stumps.
2. All fielders should be rotated around different fielding positions at the end of each over (except the wicketkeeper).

## **Points:**

1. Each team automatically starts on 200 runs.
2. For each wicket lost, the batting team loses 3 runs.
3. The team with the highest total at the end of the game will be the winner.
4. 4pts for a win; 2pt for tie/no result; 1pts for a loss
5. **Skins** : The corresponding batting pairs in each team (that is: partnership 1v1; 2v2; 3v3; 4v4) will complete for an additional point (known as a skins point) which will be given to the pair making the highest partnership. One skin point is offered for each corresponding pair, making a total of 4 skins points per game. A tied batting pair will jackpot the skins point forward to the next pair or backwards in the case of it being the final pair.

## **Scoring:**

The score shall be kept on the enclosed sheet and. Please use full names as we plan to publish some performances in the newspaper and it helps us identify any promising young players coming through.