

Kanga Cricket Rules

Teams

12 players — 6 Kanga couples. 1 pair to occupy crease, all others field. (Modified for *Sportsfun*.)

Area

Any reasonably flat surface. Length of pitch to suit the age of the children: 12–14 metres for U/10s; 14–16 metres for U/12s. Boundary should be at least 20 metres from pitch. Fielders stand at least 10 metres from the batters.

Play

Batters hit in pairs.

Each pair faces 2 overs (6 bowls = 1 over).

Doesn't matter how many times they get out.

Each bowler bowls 1 over.

Scoring

Runs are scored by the batters running between the wickets. They can attempt as many runs as possible, but must make their ground safely. Each time a batter is out, one run is subtracted from the pair's score.

Changing ends

Each time a batter is out, the batters change ends, unless it happens on the last ball of an over — then they stay where they are. They also change after facing 3 consecutive balls.

LBW

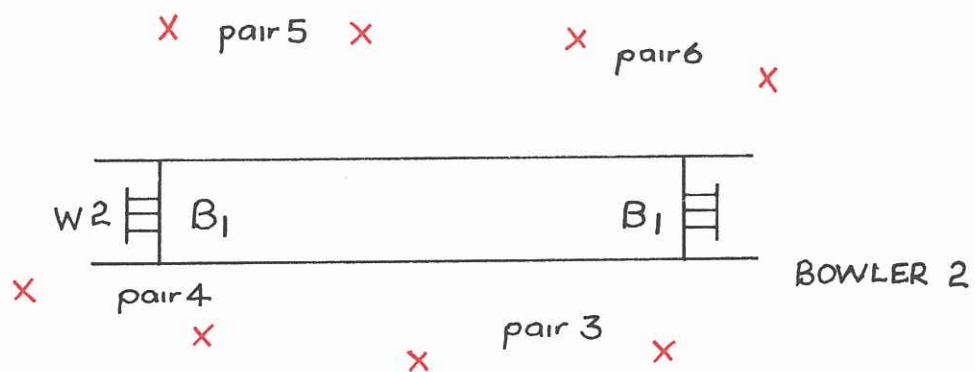
Leg before wicket rule does *NOT* apply.

A batter is out if

1. The ball hits the wicket (out bowled).
2. The batter hits the wicket with the bat (out hit wicket).
3. A fielder catches the ball (out caught).
4. The bat or part of the batters body is not on the ground level with the wicket before the ball hits those wickets when making a run (out run-out).

Fielding

All fielders rotate positions after every 2 overs.



Kanga Cricket Alternatives

The following relays and activities are an alternative to those outlined in the lessons. These can be used when wet weather precludes a full lesson or when the existing drills do not satisfy the needs of a particular group.

Warm up, catching, ground fielding

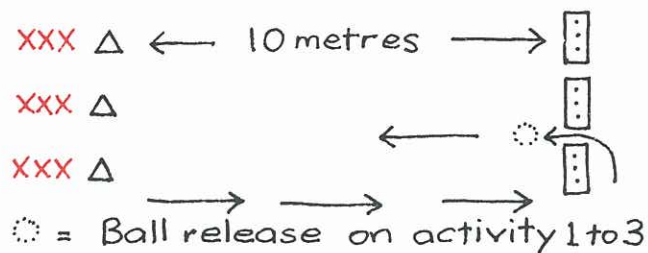
✕ = Player

→ = Path player moves along

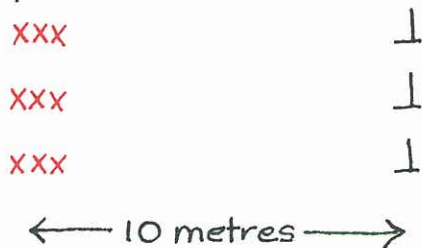
⊞ = Base and stumps

△ = Marker or batting tee

Relay activities



Set up



Types of relays

1. Carry the ball around and back.
2. Run to stump, roll ball back along ground, rejoin team.
3. Run while throwing the ball in the air, around stump and back.
4. Bounce ball on ground while running, around stump and back.
5. Run to stump, underarm ball to next in line to bounce.
6. As above, return to team underarm on the full.
7. Underarm roll the ball to opposite end, then move to end of line or change ends. First team to twenty wins.

8. Substitute roll for underarm on the full.

The number of relays is limited only by your imagination.

NOTE: That specific skills are being reinforced during this warm-up period.

Throwing, fielding activities

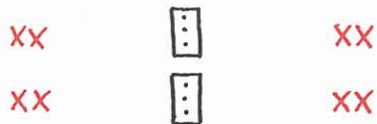
All games can be played using: Underarm only
Overarm only
or Bowling only

It is up to the leader of the group.

1. 

Leader acts as wicketkeeper. The aim is to hit the target set of stumps with an underarm throw. The leader rolls the ball back along the ground to the next person in line. When a person makes a hit on the target they become the new leader. First team to 5 or 10 hits, wins the game.

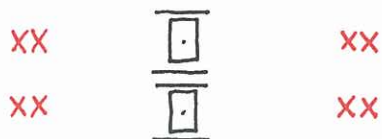
2. Knock Them Over



Distances vary depending upon the grades and ability of the groups. All three stumps should be in the base for this activity.

The first team to knock over the stumps onto the ground 3 or 5 times wins. This game can be played as either a throwing or bowling exercise. The stumps must be completely knocked over to count as a 'knock down'.

3. Build 'em Up Break 'em Down



Note that this game begins with one stump in the base and the other two lying alongside.





The game begins with the middle stump in the base, the other two lying on the ground. With each contact of either base or stump another stump can be added. Once all three have been placed into the base, they have to be removed so that there are no stumps left. Again each contact earns the removal of a stump. The final stump remaining must itself be hit as contact with the base does not count when only one stump remains. When the final stump has been hit, it needs to be removed to win the game.

This game can be played as a throwing or bowling activity.

Batting activities

Using these activities the following skills can be practised.

1. Forward drive
2. Cross bat strokes
3. Back foot play

-  Set of stumps
-  Children
-  Leader with bat in hand
-  Batting tee with ball on top

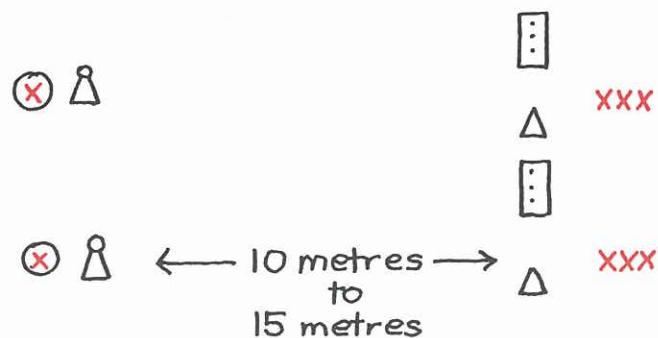
1. TARGET HIT — STRAIGHT DRIVE



Leader hits the ball at the target and if contact is made remains to hit again, otherwise change over.

First team to 10 hits wins. Distances can be varied to suit the ability of the group.

2. GOAL HIT — STRAIGHT DRIVE



As for the Target Hit except it is easier to score as you are able to hit either target or score between them. If you get a rehit then the team roll the ball back along the ground and you practise the forward defence.

Variations

1. If the hitter misses the target the next in line fields the ball, placing it between the goals. He/she then runs to the hitting end where the ball is rolled to them so that they can practise the forward defensive stroke.
2. If the hitter misses the target he/she carries the bat to the next person who moves to the tee by dribbling the ball to the other end, hockey fashion, or by hitting the ball to the other end.

3. BATTING SURVIVAL — DEFENSIVE



The batter has ten underarm bowls from the rest of the team. The batter counts how many balls they are able to defend without getting out. Depending upon the groups ability, you may throw or bowl at the batter. Note we are trying to encourage a defensive stroke in this activity.