



Quikhit Rules



There is a maximum of 8 players allowed on the field at once. Teams may rotate players if they have more than 8. However, only 8 girls can have a turn batting in each game.

Each game consists of one innings per team.

Each innings is 8 overs so every player bowls one over each.

Each over will comprise of only six balls. No extras will be rebowled.

A player may throw the ball over arm or under arm if they cannot bowl, but it is encouraged to try bowling first.

The umpire can move the bowler up the pitch if this makes it easier for them to get the ball down the other end.

A ball will be deemed a wide if it is off the pitch or realistically out of reach of the batter.

A ball will be deemed a no ball if it rolls along the ground and the batter cannot or chooses not to physically hit it or if the ball is over shoulder height on the full.

In all situations wides and no balls cost 2 runs each.

All overs are to be bowled from one end.

Batters bat in pairs and each pair bats for 2 overs. For every wicket lost three runs are deducted from the score.

Each team automatically starts on 200 runs and the team with the highest total at the end of the game shall be the winner.

Batters can only be dismissed by being bowled, caught or run out. There shall be no LBWs or stumpings.

Batters change ends if they are out bowled or caught.

All fielders, including the wicketkeeper, must rotate after each over.

Only plastic bats are to be used. **NO wooden bats are allowed.**

An Incrediball, or soft cricket ball, is to be used. Auckland Cricket will supply all balls.

NOTE: Free hit for year 3/4 grade only.

When a wide or no ball is called by the umpire the batter then gets to hit the ball off a batting cone.

2 penalty runs are awarded for the wide or no ball in addition to the runs scored from the free hit. A player can only be run out on a free hit.

Umpires will use their discretion to create an enjoyable atmosphere by adapting / adjusting rules so that players get a good hit.

I.e. if one batter is facing more balls than the other then they will switch ends so they face an even amount of balls.