



CRICKET VICTORIA



KANGA 8s & SUPER 8s



RULES BOOK 2006



Dear teacher / sports master or cricket coordinator,

I would like to take this opportunity to introduce you to MILO Kanga 8s and Super 8s cricket. MILO Kanga 8s and Super 8s are modified versions of cricket designed for students and teachers in primary schools and secondary schools throughout Victoria. Both versions of the game are action packed and maximises participation for all players. A full game can be completed in about 45 – 50 minutes and can take place with or without a cricket pitch.

Cricket Victoria has been running the statewide MILO Kanga 8s and Super 8s competition for Victorian schools since 1998. Over the years these competitions have grown to include 759 schools, 1,825 teams and 18,200 participants. MILO Kanga 8s and Super 8s can be played by both boys and girls with 45 percent of teams and participants in the state-wide carnivals being girls.

Every school in Victoria has the opportunity of entering the MILO Kanga 8s and Super 8s state-wide Championships at no cost to the school or participants. The Kanga 8s and Super 8s Statewide competitions take place in Term 4 every year. Schools can also use the MILO Kanga 8s and Super 8s format for intra-school competitions. Further information on the state-wide carnivals can be found at <http://gamedevelopment.cricketvictoria.com.au> or by calling Cricket Victoria on 9653 1153.

This rules book aims to explain the rules of MILO Kanga 8s and Super 8s as played at state-wide carnivals as well as offering further variations that may be adopted for individual school needs.

I hope this rules book will act as a useful resource for you and your school.

Regards,

JOHN WATKIN
GENERAL MANAGER GAME DEVELOPMENT

1. The game is played between two teams with a minimum of eight players. Substitutes may be used in any combination providing that no more than eight individuals bat and eight individuals bowl. Only eight fielders are permitted on the field at any one time.
2. At regional carnivals teams will play a minimum of three round robin games. Finals will be played to decide the winning boys and girls teams.
3. A coin toss is used to decided which team bats first in each game.

EQUIPMENT

1. Wooden or plastic bats may be used by batters.
2. Yellow Kanga balls will be used at regional carnivals. Tennis balls are used on the batting tees for 'Free Hits'. These balls are provided by Cricket Victoria.
3. Batters do not wear pads or gloves in MILO Kanga 8s.
4. It is strongly recommended that the wicket-keeper wears a helmet with a grill.

BATTING

1. Eight batters are put in pairs numbered 1 – 4 by the teacher / coach / captain. Each pair will bat together for 2 overs (12 balls).
2. Players remain batting irrespective of the number of times they are 'Out', until they have batted for 2 overs (12 balls). Batters swap ends at the end of each over.
3. Players can be 'Out' in the following ways: 'bowled', 'caught', 'run out', 'stumped', 'hit wicket'. There is no 'Leg Before Wicket' (LBW) in MILO Kanga 8s.
4. The only penalty for being 'Out' is that batters swap ends (this does not apply to 'Run Out') and the bowling team receives 5 bonus runs.
5. The next batting pair must be ready to bat immediately following the previous pair's innings.
6. Once all four pairs have batted for two overs (a team total of 8 overs) the two teams swap roles.

BOWLING

1. Eight players must bowl and wicket-keep for one over each (there is no designated wicketkeeper). One partner bowls whilst the other wicket-keeps (the wicketkeeper must field behind the stumps at the batter's end). At the end of the over (6 balls) the partners swap roles.
2. Bowlers are limited to eight metre run-ups. The maximum run up will be marked by a white line.
3. All overs are bowled from the same end. At the end of each over the batters swap ends.
4. There will be a maximum of 6 deliveries in each over. 'Wides' and 'No Balls' are not re-bowled.
5. **STATE FINAL RULE:** At the State Finals the first three balls of each over must be bowled 'over-arm'. The second three balls can be bowled 'under-arm' if the bowler is having difficulty bowling over-arm. When bowling under arm the ball is only allowed to bounce once.

WIDES & NO BALLS

1. A ball that bounces over shoulder height while the batter is in a normal batting stance shall be deemed a 'no ball'. Any ball that is a full toss above waist height shall also be deemed a 'no ball'.

KANGA 8s YEAR 5/6 RULES

2. A white line in front of the stumps at the bowler's end will be marked on the ground. The bowler must have some part of their foot behind this line when they bowl the ball, otherwise a 'no ball' will be called.
3. At the batter's end there will be two plastic cones placed parallel to the stumps, 120 cms from the middle stump. Any ball that passes outside this area shall be deemed a 'wide'. (See Diagram A).
4. Two runs are awarded to the batting team for every 'wide' or 'no ball' bowled by the bowling team.
5. Any overarm delivery that bounces more than once or rolls along the ground, shall be deemed a fair delivery (unless the bowler is deliberately rolling it along the ground to obviously gain an advantage). THE UMPIRE MAY DECIDE TO REBOWL DELIVERIES IF CONSIDERED UNFAIR.

FREE HIT

1. If a 'wide' or 'no ball' is bowled then the batter receives a 'Free Hit' off the batting tee (See Diagram A). Right hand batters must hit off the right batting tee and left hand batters must hit off the left batting tee. A batter only gets one swing at a free hit. The ball must be hit forward of the wicket on the off-side. In the case of a 'Free Hit', the fielding team must stay in the positions they were in at the moment the delivery was made until the ball is hit off the tee.
2. If a batter hits a delivery that would have been deemed a 'no ball', they score 2 runs plus whatever runs are scored from the shot (they cannot be caught out) and they get a 'Free Hit'.
3. If a batter hits a delivery that would have been deemed a 'wide' they only score runs made from that shot. The batter may be caught and they forfeit their 'Free Hit'.
4. The batter can only be 'Out' by run out from a 'Free Hit'. They can not be 'bowled', 'hit wicket' or 'stumped'.

FIELDING

1. At the moment of delivery, no players may field closer than 10 metres from the bat (except for the wicketkeeper or slip fielders. (See Diagram B).
2. No more than **three** players can field in the 'Double Zone' at the time of delivery. (See Diagram B).
3. Fielders can be interchanged at the conclusion of each batting pair. If a fielder is injured or ill a substitute may take his/her place and fulfil all requirements of that player.

SCORING

1. The Kanga 8s scoresheet can be found in the middle pages of the 'Rule Book'.
2. All runs and extras are scored according to the rules of cricket with the following exceptions.
3. A 'wide' or 'no ball' is scored as 2 runs to the batting side plus whatever runs are scored off the 'Free Hit'.
4. Any run scored off the bat into the 'Double Zone' will be doubled. The 'Double Zone' is any area behind the stumps at the bowler's end. (See Diagram B & C). A ball hit along the ground to the boundary in this zone, is credited with **8** runs. If the ball is hit over the boundary on the full in the 'Double Zone', then **12** runs are scored. (Note: 2 runs for a 'wide' or 'no ball' does not become 4 if it is hit into the double zone).
5. Every wicket taken by the bowling side results in them receiving a bonus five runs to their total score.
6. Teachers, parents or helpers from both teams will be responsible for scoring at all games. Teachers, parents, helpers or local cricket club members will be required to help umpire regional carnivals and state finals.
7. More information on scoring can be found by going to <http://gamedevelopment.cricketvictoria.com.au> On the 'Downloads' page is a document titled 'Cricket Scoring: The First Steps'.

THE GAME

1. Each game is played between two teams with a minimum of eight players. Substitutes may be used in any combination providing that no more than eight individuals bat and eight individuals bowl. Only eight fielders are permitted on the field at any one time.
2. At regional carnivals teams will play a minimum of three round robin games. Finals will be played to decide the winning boys and girls teams.
3. A coin toss is used to decided which team bats first in each game.

EQUIPMENT

1. Wooden or plastic bats may be used by batters.
2. Kookaburra 'Softa balls' will be used at regional carnivals. These are provided by Cricket Victoria
3. All batters must wear pads and gloves.
4. It is strongly recommended that the batters and wicket-keeper wears a helmet with a grill.

BATTING

1. Eight batters are put in pairs numbered 1 – 4 by the teacher / coach / captain. Each pair will bat together for 2 overs (12 balls).

Pairs remain batting irrespective of the number of times they are dismissed, until they have batted for 2 overs (12 balls). Batters swap ends at the end of each over (6 balls).

2. Players can be 'Out' in the following ways: 'bowled', 'caught', 'run out', 'stumped', 'hit wicket' or 'leg before wicket' (L.B.W). A batter can only be out L.B.W. when they do not offer a shot and the ball is definitely going to hit the stumps.
3. The only penalty for being 'Out' is that players swap ends (this does not apply to 'Run Out') and the bowling team receives 5 bonus runs to their total score.
4. The next batting pair must be ready to bat immediately following the previous pair's innings.
5. Once all four pairs have batted for two overs the two teams swap roles.

BOWLING

1. Eight players must bowl and wicket-keep for one over each (there is no designated wicket-keeper). One partner bowls whilst the other wicket-keeps (the wicket-keeper must field behind the stumps at the batter's end). At the end of the over (6 balls) the partners swap roles.
2. Bowlers are limited to eight metre run-ups. The maximum run up will be marked by a white line.
3. All overs are bowled from the same end. At the end of each over the batters swap ends.
4. There will be a maximum of 6 deliveries in each over. 'Wides' and 'no balls' are not re-bowled except for the final over of the innings, which must contain 6 legitimate balls.
5. **STATE FINAL RULE:** At State Finals the first three balls of each over must be bowled 'over-arm'. The second three balls can be bowled 'under-arm' if the bowler is having difficulty over-arm. When bowling under arm the ball is only allowed to bounce once.

WIDES & NO BALLS

1. A ball that bounces over shoulder height when the batter is in a normal batting stance shall be called a 'no ball'. Any ball that is a full toss above waist height shall also be deemed a 'no ball'.

SUPER 8s YEAR 7/8 RULES

2. Any ball short of the 6 metre line is also a 'no ball' (See Diagram A). The only way a batter can be 'out' off a 'no ball' is 'run out'.
3. At the batter's end there will be two plastic cones placed parallel to the stumps, 120 cms from the middle stump. Any ball that passes outside this area shall be deemed a 'wide'. (See Diagram A).
4. Two runs are awarded to the batting team for every 'wide' or 'no ball' bowled.
5. Any over-arm delivery that bounces more than once or rolls along the ground, shall be deemed a fair delivery (unless the bowler is deliberately rolling it along the ground to obviously gain an advantage). THE UMPIRE MAY DECIDE TO REBOWL DELIVERIES IF CONSIDERED UNFAIR.

FREE HIT

1. If a 'wide' or 'no ball' is bowled the next ball is a 'Free Hit'. Batters can only be dismissed 'run out' from a 'Free Hit'. They can not be 'bowled', 'hit wicket' 'leg before wicket' or 'stumped'.
2. If a batter hits a delivery that is a 'no ball', they score 2 plus whatever runs are scored from the shot. The next ball remains a FREE HIT BALL. If the batter decides to leave or misses a delivery that is deemed a 'no ball', they score 2 runs for the 'no ball' and the next ball is a free hit.
3. If a batter decides to hit a delivery (and connects) that is a wide (outside the wide markers) they only score runs made from that shot and they may be caught out. If the batter decides to leave or misses a 'wide' delivery, they score 2 runs for the 'wide' plus whatever runs they score from the next ball which is a free hit.

FIELDING

1. At the moment of delivery, no players may field closer than 10 metres from the bat (except for the wicketkeeper or slip fielders. See Diagram B).
2. No more than three players can field in the 'Double Zone' at the time of delivery.
3. Fielders can be interchanged at the conclusion of each batting pair. If a fielder is injured a substitute may take his/her place and fulfil all requirements of that player.

SCORING

1. The Super 8s scoresheet can be found in the middle pages of the 'Rule Book'.
2. Runs and extras are scored according to the rules of cricket with the following exceptions.
3. A 'wide' or 'no ball' is scored as 2 runs to the batting side plus whatever runs are scored. The next ball is a 'Free Hit'.
4. Any run scored off the bat into the 'Double Zone' will be doubled. The 'Double Zone' is any area behind the stumps at the bowler's end. (See Diagram B & C). A ball hit along the ground to the boundary in this zone, is credited with 8 runs. If the ball is hit over the boundary on the full in the 'Double Zone', then 12 runs are scored. (Note: 2 runs for a 'wide' or 'no ball' does not become 4 if it is hit into the double zone).
5. Every wicket taken by the bowling side results in them receiving a bonus five runs to their total score.
6. Teachers, parents or helpers from both teams will be responsible for scoring at all games. Teachers, parents, helpers or local cricket club members will help umpire regional carnivals and state finals.
7. For more information on scoring go to: <http://gamedevelopment.cricketvictoria.com.au>
On the 'Downloads' page is a document titled 'Cricket Scoring: The First Steps'.

_____ VS _____
ROUND: 1 2 3 FINAL (PLEASE CIRCLE)

MARK WICKET TAKEN WITH AN X
 WIDES AND NO BALLS EQUAL 2 RUNS
 RUNS SCORED FROM HITS INTO THE DOUBLE ZONE ARE DOUBLED
 BONUS RUNS = 5 RUNS PER WICKE TAKEN

BATTING TEAM: _____

BOWLER	BALLS BOWLED - SCORE PER OVER						PROGRESSIVE	
	1	2	3	4	5	6	RUNS	WICKETS
1.								
2.								
3.								
4.								
5.								
6.								
7.								
8.								
Last over additional balls (Yr 7/8)								
							RUNS	
							ADD BONUS RUNS	
							TOTAL SCORE	

TRANSFER BONUS POINTS

BATTING TEAM: _____

BOWLER	BALLS BOWLED - SCORE PER OVER						PROGRESSIVE	
	1	2	3	4	5	6	RUNS	WICKETS
1.								
2.								
3.								
4.								
5.								
6.								
7.								
8.								
Last over additional balls (Yr 7/8)								
							RUNS	
							ADD BONUS RUNS	
							TOTAL SCORE	

SCORES VERIFIED: TEAM 1: _____

TEAM 2: _____



MATCH WON BY: _____

CRICKET VICTORIA

THE GAME

1. Each game is played between two teams with a minimum of eight players. Substitutes may be used in any combination providing that no more than eight individuals bat and eight individuals bowl. Only eight fielders are permitted on the field at any one time.
2. At regional carnivals teams will play a minimum of three round robin games. There will also be a final to decide the winning boys and girls team.
3. A coin toss is used to decided which team bats first in each game.

EQUIPMENT

1. Wooden or plastic bats may be used by batters.
2. Kookaburra 'Softa balls' will be used at regional carnivals. These are provided by Cricket Victoria
3. All batters must wear pads and gloves.
4. It is strongly recommended that the batters and wicket-keeper wears a helmet with a grill.

BATTING

1. Each team is allowed eight batters. Player 1 and 2 bat first for the batting side. Players bat until they are 'Out' or their individual score reaches 25 when they must retire. A batter who has retired can return to bat once all other batters have been 'Out'.
2. Players can be 'Out' in the following ways: 'bowled', 'caught', 'run out', 'stumped', 'hit wicket' or 'leg before wicket' (L.B.W). A batter can only be out L.B.W. when they do not offer a shot and the ball is definitely going to hit the stumps.
3. When a batter is 'Out' they are replaced by the next listed batter. The bowling team do not receive any bonus runs for taking a wicket. The next batter must be ready to bat at the fall of a wicket or a retirement.
4. The batting team innings concludes once all batters have been dismissed or after the conclusion of eight overs.

BOWLING

1. Eight overs must be bowled by the each team. Each player is to bowl one over. The team can decide to have a 'designated wicket-keeper' who does not bowl. The eighth over can be bowled by a player who has previously bowled one over.
2. Eight overs must be bowled by each team. Each player is to bowl one over. The team can decide to have a 'designated wicket-keeper' who does not bowl. The eighth over can be bowled by a player who has previously bowled one over.
3. Bowlers are limited to eight metre run-ups. The maximum run up will be marked by a white line.
4. All overs are bowled from the same end. At the end of each over the batters swap ends.
5. There will be a maximum of 6 deliveries in each over. 'Wides' and 'no balls' are not re-bowled except for the final over of the innings, which must contain 6 legitimate balls.
6. **STATE FINAL RULE:** At State Finals the first three balls of each over must be bowled 'over-arm'. The second three balls can be bowled 'under-arm' if the bowler is having difficulty over-arm. When bowling under arm the ball is only allowed to bounce once.

SUPER 8S YEAR 9/10 RULES

WIDES & NO BALLS

1. A ball that bounces over shoulder height when the batter is in a normal batting stance shall be called a 'no ball'. Any ball that is a full toss above waist height shall also be deemed a 'no ball'.
2. Any ball short of the 6 metre line is also a 'no ball' (See Diagram A). The only way a batter can be 'Out' off a 'no ball' is 'run out'.
3. At the batter's end there will be two plastic cones parallel to the stumps, 120 cms from the middle stump. Any ball that passes outside this area shall be deemed a 'wide'. (See Diagram A).
4. Two runs are awarded to the batting team for every 'wide' or 'no ball' bowled.
5. Any over-arm delivery that bounces more than once or rolls along the ground, shall be deemed a fair delivery (unless the bowler is deliberately rolling it along the ground to obviously gain an advantage). THE UMPIRE MAY DECIDE TO REBOWL DELIVERIES IF CONSIDERED UNFAIR.

FREE HIT

1. If a 'wide' or 'no ball' is bowled the next ball is a 'Free Hit'. Batters can only be 'Out' 'run out' from a 'Free Hit'. They can't be 'bowled', 'hit wicket' 'leg before wicket' or 'stumped'.
2. If a batter hits a delivery that is a 'no ball', they score 2 plus whatever runs are scored from the shot. The next ball remains a FREE HIT BALL. If the batter decides to leave or misses a delivery that is deemed a 'no ball', they score 2 runs for the 'no ball' and the next ball is a free hit.
3. If a batter decides to hit a delivery (and connects) that is a wide (outside the wide markers) they only score runs made from that shot and they may be caught out. If the batter decides to leave or misses a 'wide' delivery, they score 2 runs for the 'wide' plus whatever runs they score from the next ball which is a free hit.

FIELDING

1. At the moment of delivery, no players may field closer than 10 metres from the bat (except for the wicketkeeper or slip fielders. See Diagram B).
2. No more than three players can field in the 'Double Zone' at the time of delivery.
3. Fielders can be interchanged at the conclusion of each batting pair. If a fielder is injured a substitute may take his/her place and fulfil all requirements of that player.

SCORING

1. The Year 9/10 Super 8s scoresheet can be found in the middle pages of the 'Rule Book'. Note the Year 9/10 Super 8s scoresheet is different to the Kanga 8s & Year 7/8 Super 8s scoresheet.
2. All runs and extras are scored according to the rules of cricket with the following exceptions.
3. A 'wide' or 'no ball' is scored as 2 runs to the batting side plus whatever runs are scored. The next ball is a 'Free Hit'.
4. Any run scored off the bat into the 'Double Zone' will be doubled. The 'Double Zone' is any area behind the stumps at the bowler's end. (See Diagram B & C). A ball hit along the ground to the boundary in this zone, is credited with **8** runs. If the ball is hit over the boundary on the full in the 'Double Zone', then **12** runs are scored. (Note: 2 runs for a 'wide' or 'no ball' does not become 4 if it is hit into the double zone).
5. Teachers, parents or helpers from both teams will be responsible for scoring at all games. Teachers, parents, helpers or local cricket club members will help umpire regional carnivals.

Diagram A

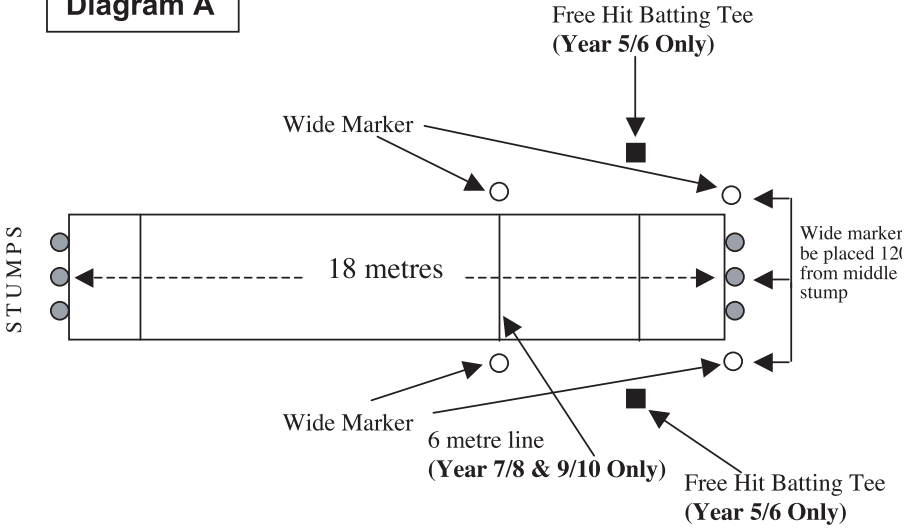
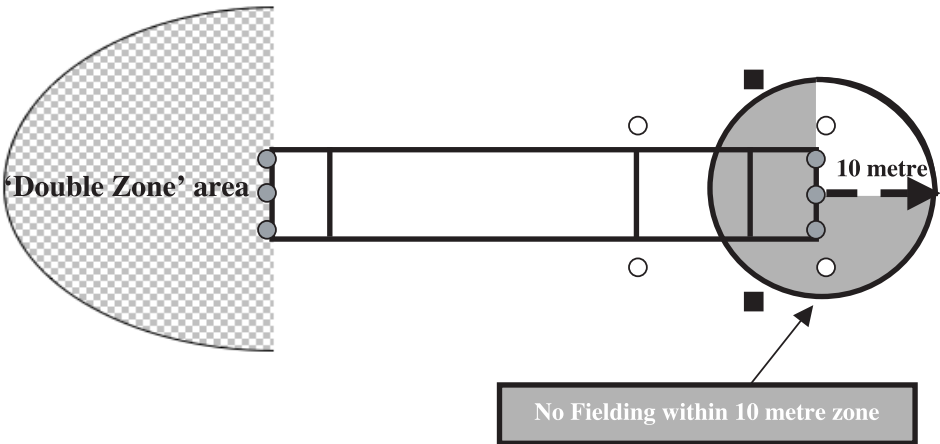
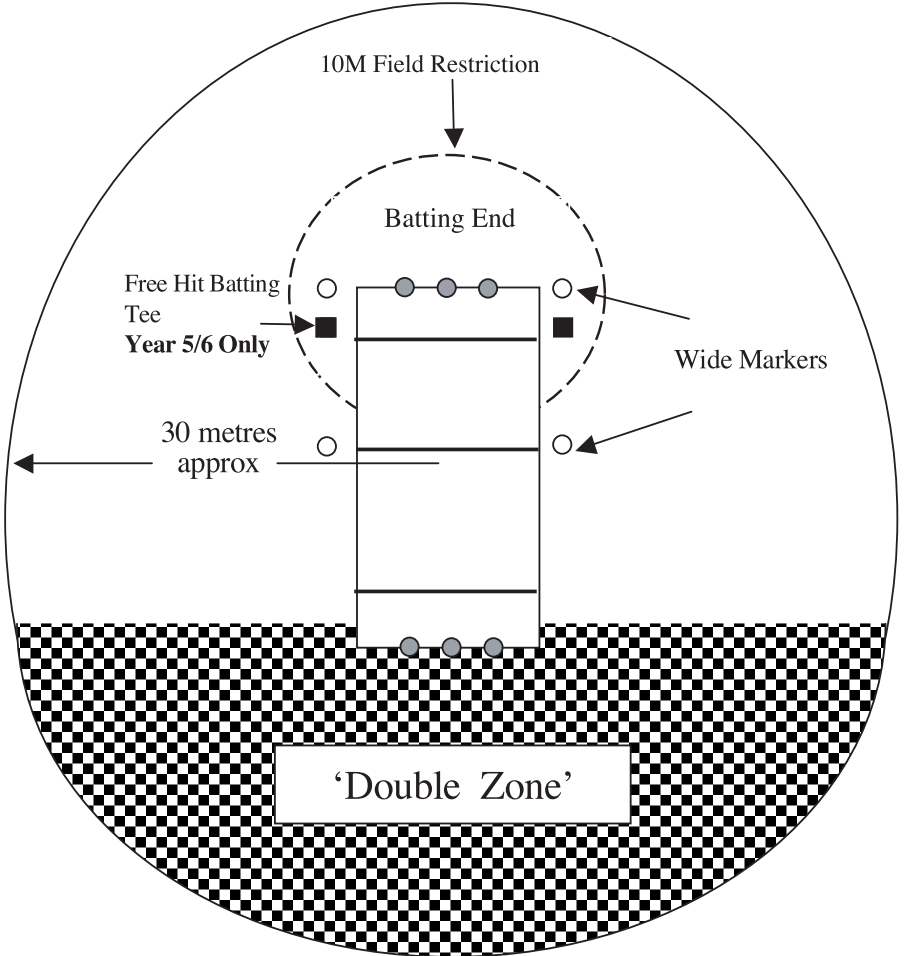


Diagram B



NOTE: NOT TO SCALE

Diagram C



A number of primary schools are starting to use Kanga 8s rules in their inter-school cricket competitions. This is because Kanga 8s allows for all players to participate while completing a game in a short period of time compared to the traditional cricket format. Slight variations can be made to the MILO Kanga 8s State Carnival rules to allow them to be used in VPSSA inter-school competitions.

1. Five or six pairs can be used per team. This allows up to 12 players per team to bat, bowl and wicket-keep in one game.
2. If a synthetic or concrete cricket pitch is available this can be used instead of a flat grass outfield. For students in years 5 and 6 the Cricket Australia Junior Cricket Policy recommends reducing the pitch length to 18 metres.
3. Various ball types can be used for Kanga 8s. These include the Yellow Kanga ball used at Cricket Victoria State Carnivals, Kookaburra 'Softa Ball', Incrediball, Kookaburra 'Super Soft' or leather 142gm ball. If a ball other than a Kanga Ball is used participants should wear pads, gloves and helmets.
4. Not all schools have a separate inter-school cricket team for boys and girls. Kanga 8s rules enables boys and girls to play in the same team. If your school has some girls who want to play cricket but there aren't enough for a separate team they can participate in the boys competition.
5. When playing in a round robin competition or 'home and away' competition using Kanga 8s rules the order pairs bat and bowl can change from one game to the next. This allows players to experience batting and bowling in different situations of the game.
6. Boundaries can be increased to 45 metres if space permits. The Cricket Australia Junior Cricket Policy recommends a maximum 40 – 45 metre boundary for Year 5/6 students.
7. Kanga 8s rules can be used as an intra-school competition for house sports or to assist with selection of players to represent the school at the MILO Kanga 8s regional carnival.



CONTACT DETAILS

CONTACT	REGION	OFFICE	MOBILE
Gary Brown	Kanga 8s & Super 8s Coordinator	9653 1153	9653 1185
Andrew Farlie	Mallee Murray	5033 0356	0408 321 877
Stephen Field	West Country	5577 2672	0417 342 332
Ben Oliver	Central Highlands	5243 5045	0427 839 548
Bruce Nunn	Barwon	5254 1435	0409 018 096
Rohan Larkin	Northern Rivers	5831 6884	0408 562 704
Rhys Miller	North East Country	02 6041 6253	0407 922 414
Rob Wood	Gippsland	5662 5293	0408 820 582
Jason Mathers	South East Country	5975 0462	0413 888 398
Daniel Trevilian	West Metro	5428 4617	0428 382 349
Stuart Clark	North West Metro	9690 6515	0409 025 232
David Hall	North & North East Metro	9372 9681	0413 840 047
Rohan O'Neill	Inner East Metro	9653 1100	0409 776 426
Rob Elliott	Outer East Metro	9808 8332	0413 888 397
Paul Montgomery	South East Metro	9887 5827	0413 888 395
Adrian Jones	South Metro	9653 1100	0433 574 865

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