



Walking Cricket Rules

Playing area

The game can be played inside or outside. A standard sports hall or MUGA can be used. The wicket should be around 17 yards.

Equipment

The game does not require specific bats/stumps and either plastic or wooden items can be used.

- Set of stumps
- 2 bats
- Soft wind ball or tennis ball

No protective equipment is necessary.

Format

- The game is played between teams of 6 or 8 players each, with players batting in pairs.
- Each pair bats for 4 over (if 6 players) or 3 overs (if 8), no matter how many times they are out.
- Each time the batter is out they will swap ends unless it occurs at the end of an over or a run out.
- There are 6 ways the batter can be dismissed:
 - Bowled
 - LBW
 - Hit wicket
 - Caught
 - Walked out
 - Stumped.
- Each fielder bowls at least one over, maximum number of balls is 6. The exception to this is the last over when balls are not re-bowled.
- No balls and wides are 2 runs.
- Bowling can be underarm or overarm.
- Once a team has batted their overs the total runs is calculated by deducting 5 runs for every dismissal. The team with most runs wins.
- In the event of a tie, the winner is determined by the team who lost the least wickets.

No running rule

No fielder, batter or bowler is allowed to run, umpire to deduct 5 runs if she/he deems it was running. A warning will be given first.

Scoring

- The score at the start of each innings is 200. If no runs are scored (or deducted) then the score stays the same.
- Deduct 5 runs if batter is out
- 1 run if a batter walks from one crease to the other without being out.

Outside:

- 4 runs for crossing the boundary rope after bouncing/rolling along the floor.



- 6 runs for crossing the boundary rope in the air.

Inside:

- 1 run if hitting a non boundary wall, if batters cross then 2 runs.
- 2 runs for hitting the side boundary wall between the rear boundary and the bowlers end wicket. If batters cross then 3 runs.
- 4 runs for hitting the back boundary wall on the full (without bouncing).
- 6 runs for hitting the back boundary wall.
- 2 runs for a wide or no ball.

Time

Approx 1hr