

Introduction

Kanga Cricket is a fast and simple introduction to the game of cricket for children, with a high emphasis placed on fun. The most popular version of Kanga Cricket is Kanga Pairs.

It is paramount for the development of cricket in BC that a Kanga League Championship is created wherein 8-10 teams participate over a 7-8 week period to encourage and motivate children between the ages of 5 and 13 years of age to have fun whilst learning how to play cricket.

Structure of KLC

DATES

The Kanga League Championship will commence on the weekend of **Saturday 07 May 2016** and run until the weekend of **Saturday 02 July 2016**.

REGISTRATION

The registration fee is **\$200 per team**. To register, please complete the attached **Kanga League Championship Registration Form** and submit it together with the registration fee to the BCMCL. The form is also available to download on the bcmcl.ca website.

Completed forms should be emailed to **juniorcricket@bcmcl.ca** or **specialevents@bcmcl.ca** or faxed to 604-909-2669. The deadline for registration and payment is **07 March 2016**. No registrations will be accepted after this date. If payment is not submitted by this date, preference will be given to those teams on the waiting list.

PAYMENT DETAILS

Payment can be made by making a direct deposit into the BCMCL bank account either by transfer of funds or by deposit of a cheque or cash into the account, the Club is required to send an email to the League at **treasurer@bcmcl.ca** stating: the name of the TD Bank branch at which the deposit was made, date of the direct deposit, the accurate amount of the deposit, a brief description of details of the deposit -what the deposit is for, club name and contact name of the person making the deposit

TOURNAMENT DETAILS

- A maximum of **8 Teams** will participate. If BCMCL receives extra registrations, the selection of teams will be at the discretion of the Special Events Committee and Clubs will be advised accordingly.
- The tournament set will be almost similar to the BCMCL regular season. However, each team will be playing approximately 7 games.
- A win will yield 4 points and a loss will yield no points. The top 4 teams then will move forward to the semi-final stage of the tournament and the winners of the semi-finals will be advanced to the Kanga League Championship Final.
- Clubs with multiple teams are eligible to enter more than one team.
- All players must be **registered with the BCMCL** as per Governing Rule #11 - players must be registered no later than the Wednesday PRIOR to each player playing their first game.
- Teams must purchase their **own coloured uniforms** for the tournament. Teams also have the option to play in whites if they prefer.
- The League **will supply Kanga balls** for the tournament.
- The games will start at 8:45am and end by or before 11:30am.
- Coaches, parents or volunteers of each playing team can officiate and umpire the games.
- Playing rules, schedules and umpiring details will be sent to the teams once registration is complete.

Rules

The game is played between two teams with 8-10 players maximum on each side. A coin toss will decide which team bats first in each game. The targeted age group for the Kanga League Championship is from 5 years of age upto 13 years of age. However, a maximum of 3 players over the age of 10 and under the age of 13 will be allowed to play in each team per game.

THE FIELD

- The playing area can be any reasonably flat surface. The length of the pitch should suit the age of the children starting at 12 – 14 meters.
- A set of wickets is placed at each end of the pitch.

- The boundary should be at least 20-30 meters from the pitch. Fielders should stand at least 10 meters from the batters.

EQUIPMENT

- Wooden or plastic bats may be used by batters.
- Yellow Kanga balls will be used.
- Batters may wear pads or gloves but must wear a protective box.
- It is strongly recommended that children under the age of 12 and the wicket-keeper wear a helmet with a grill.

BATTING

- Eight batters are put in pairs numbered 1 – 4 by the coach/captain.
- Each pair will bat together for 4 overs (24 balls).
- Players remain batting irrespective of the number of times they are given 'out', until they have batted for 4 complete overs (24 balls). Batters swap ends at the end of each over.
- Players can be 'out' in the following ways: 'bowled', 'caught', 'run out', 'stumped', 'hit wicket'.
- There is no 'Leg Before Wicket' (LBW) unless no attempt is made to hit the ball. This deters players from simply blocking their stumps with their body.
- 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.
- The next batting pair must be ready to bat immediately following the previous pair's innings.
- Once all four pairs have batted for 4 overs (a team total of 16 overs) the two teams swap roles.

BOWLING

- Eight players must bowl and wicket-keep for 2 over each (there is no designated wicketkeeper).
- The wicketkeeper must field behind the stumps at the batter's end.
- Bowlers are limited to a 10metre run-up. The maximum run-up can be marked by a white line.
- All overs are bowled from the same end. At the end of each over the batters swap ends.
- Umpires are asked to encourage bowling **with a straight arm in the spirit of the rules.**
- There will be a maximum of 6 deliveries in each over. 'No Balls' will be re-bowled but not the 'Wides.

- 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 re-bowl any deliveries if considered unfair.

NO BALLS

- 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'.
- Two runs are awarded to the batting team for every 'no ball' bowled by the bowling team.

FREE HIT

- If a 'no ball' is bowled then the batter receives a 'Free Hit' off the batting tee. 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 cannot be hit behind the wicket.
- 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.
- 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'.
- The batter can only be 'Out' by run out from a 'Free Hit'. They can not be 'bowled', 'hit wicket' or 'stumped'.

FIELDING

- At the moment of delivery, no players may field closer than 10 meters from the bat (except for the wicketkeeper or slip fielders).
- No more than **three** players can field in the 'Double Zone' at the time of delivery. (See Diagram B).
- 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

- All runs are scored according to the rules of cricket with the following exceptions.
- There is 2 runs for 'no ball' or no run for 'wide ball.'
- Every wicket taken by the bowling side results in them receiving a bonus five runs to their total score.

Schedule

Game start time 8:45am and finish time 11:30am

Week: 1

Date	Team	Ground
Sat 2016-05-07	Team 1 vs. Team 2	TBA
Sat 2016-05-07	Team 3 vs. Team 4	TBA
Sat 2016-05-07	Team 5 vs. Team 6	TBA
Sat 2016-05-07	Team 7 vs. Team 8	TBA

Week: 2

Date	Team	Ground
Sat 2016-05-14	Team 1 vs. Team 8	TBA
Sat 2016-05-14	Team 3 vs. Team 6	TBA
Sat 2016-05-14	Team 5 vs. Team 4	TBA
Sat 2016-05-14	Team 7 vs. Team 2	TBA

Week: 3

Date	Team	Ground
Sat 2016-05-21	Team 1 vs. Team 6	TBA
Sat 2016-05-21	Team 3 vs. Team 8	TBA
Sat 2016-05-21	Team 5 vs. Team 2	TBA
Sat 2016-05-21	Team 7 vs. Team 4	TBA

Week: 4

Date	Team	Ground
Sat 2016-05-28	Team 1 vs. Team 4	TBA
Sat 2016-05-28	Team 3 vs. Team 2	TBA
Sat 2016-05-28	Team 5 vs. Team 8	TBA
Sat 2016-05-28	Team 7 vs. Team 6	TBA

Week: 5

Date	Team	Ground
Sat 2016-06-04	Team 1 vs. Team 5	TBA
Sat 2016-06-04	Team 2 vs. Team 6	TBA
Sat 2016-06-04	Team 3 vs. Team 7	TBA
Sat 2016-06-04	Team 4 vs. Team 8	TBA

Week: 6

Date	Team	Ground
Sat 2016-06-11	Team 1 vs. Team 3	TBA
Sat 2016-06-11	Team 2 vs. Team 4	TBA
Sat 2016-06-11	Team 6 vs. Team 8	TBA
Sat 2016-06-11	Team 7 vs. Team 5	TBA

Week: 7

Date	Team	Ground
Sat 2016-06-18	Team 1 vs. Team 7	TBA
Sat 2016-06-18	Team 2 vs. Team 8	TBA
Sat 2016-06-18	Team 3 vs. Team 5	TBA
Sat 2016-06-18	Team 4 vs. Team 6	TBA

Week: 8 – Play offs/Semi-Finals

Date	Team	Ground
Sat 2016-06-25	Team 1 vs. Team 3	TBA
Sat 2016-06-25	Team 2 vs. Team 4	TBA

Week: 9 – Kanga League Championship Final

Date	Team	Ground
Sat 2016-07-02	Team 1 vs. Team 2	Stanley Park/West Newton