



Kilikiti Rules of the Game

- **Up to 20 players per team, ideally no less than 10 players**
- Game Duration: 50 minutes.
- The first team bats for 25 minutes. A HOOTER WILL SOUND AFTER 25 MINUTES.
- Please finish the bowl that is being bowled as the siren is sounding.
- The second team is entitled to the amount of balls bowled in the first 25 minutes.
- At the end of the 50 minutes A SIREN WILL SOUND, if the second team has not completed the amount of bowls entitled to them, then the result goes back to the amount of balls that the first team faced.
- In the event of a tied match, the result is taken back to the five bowls less than bowls taken at the end of the match.
- Overthrows – maximum of only 3 runs.
- Caught outside boundary, runs still count, but the batter is out.
- Runs count before a catch is taken.
- No Double plays count.
- No under arm bowling.
- Dropping the bat is NOT OUT.
- NO BALL RULE: Above the shoulders on the full.
- NO batter can bat twice.
- In the event of a dispute, please go to the administration area
- A wide and no ball is 1 run each
- Boundary on full is 4 runs
- Boundary not on full is 2 runs
- Bowlers bowl at both ends depending on which end the ball is fielded
- Points system – Win = 2 points / Loss = 0 points
- In the event of points being tied at the completion of pool play, positions will be determined by best run ratio (Total Runs For – Total Runs Against)
- Scoresheets are provided and schools will need to do their own scoring when they are batting
- Schools must provide an umpire to either umpire the opposition or your own game
- Scorers and umpires can be players, parents, support staff