



www.cricketforchange.org.uk

The Rules of Street 20 Cricket

- Each game lasts a maximum of 20 legal balls per team or until the batting team is out
- Competitions are usually six-a-side
- The last batsman in can continue batting on their own until they are out or until their running partner is out or until 20 balls have been bowled
- Everyone on the fielding team except the wicket keeper must bowl four balls. If they don't, 6 runs are added to the batting teams score for each ball not bowled
- All the bowling is from one end
- If you hit the ball out of the area you are batting in you're out but you score six runs
- You can't be out LBW
- You can be caught off the walls or fence surrounding the area (or ceiling if playing indoors)
- You get a run for hitting the side walls and the wall behind the wicket keeper another for each run you run
- If you are caught off the side wall you still score the one run for hitting the wall.
- When playing indoors you score no runs for hitting the ceiling but you can score runs by running
- You get 4 runs for hitting the wall behind the bowler if the ball touches the ground before hitting the wall and another for each run you run. If you are run out after hitting a four the four still counts to the batting team's score.
- You get 6 runs for hitting the wall behind the bowler if the ball does not touch the floor or the ceiling or any other wall. The ball is dead after a six is hit and the batsman can not be caught nor can he score more runs by running.
- Byes, leg byes and overthrows must be run
- If the bowler bowls the ball down the leg side the umpire will call it wide.



- Wides and no balls score 3 runs with the ball not bowled again except in the last over of each innings. The next ball after a no ball (when the front foot goes over the line) is a free hit (the only way you can be out off a free hit is run out)
- When playing outdoors, if you hit a six off a free hit you are not out
- When playing outdoors in an open space with no walls or fences a boundary will be marked and fours and sixes will be scored in the normal way.
- It is also a no ball if a bouncer goes above shoulder height or a full toss goes above waist height. These offences can be called by either umpire.
- The ball is dead at the umpire's discretion
- If scores are tied there is a six ball bowl out involving each player in each team. There will be a coin toss to see who bowls the first ball and then each team will bowl one ball at a time until each team has bowled six balls. If the scores are still equal the bowl out continues one ball at a time on a sudden death basis. Bowlers will bowl in the same order in the sudden death as they did in the first bowl out.

Apart from the rules above the normal rules of cricket apply.

Copyright – CRICKET FOR CHANGE (April 2004)

