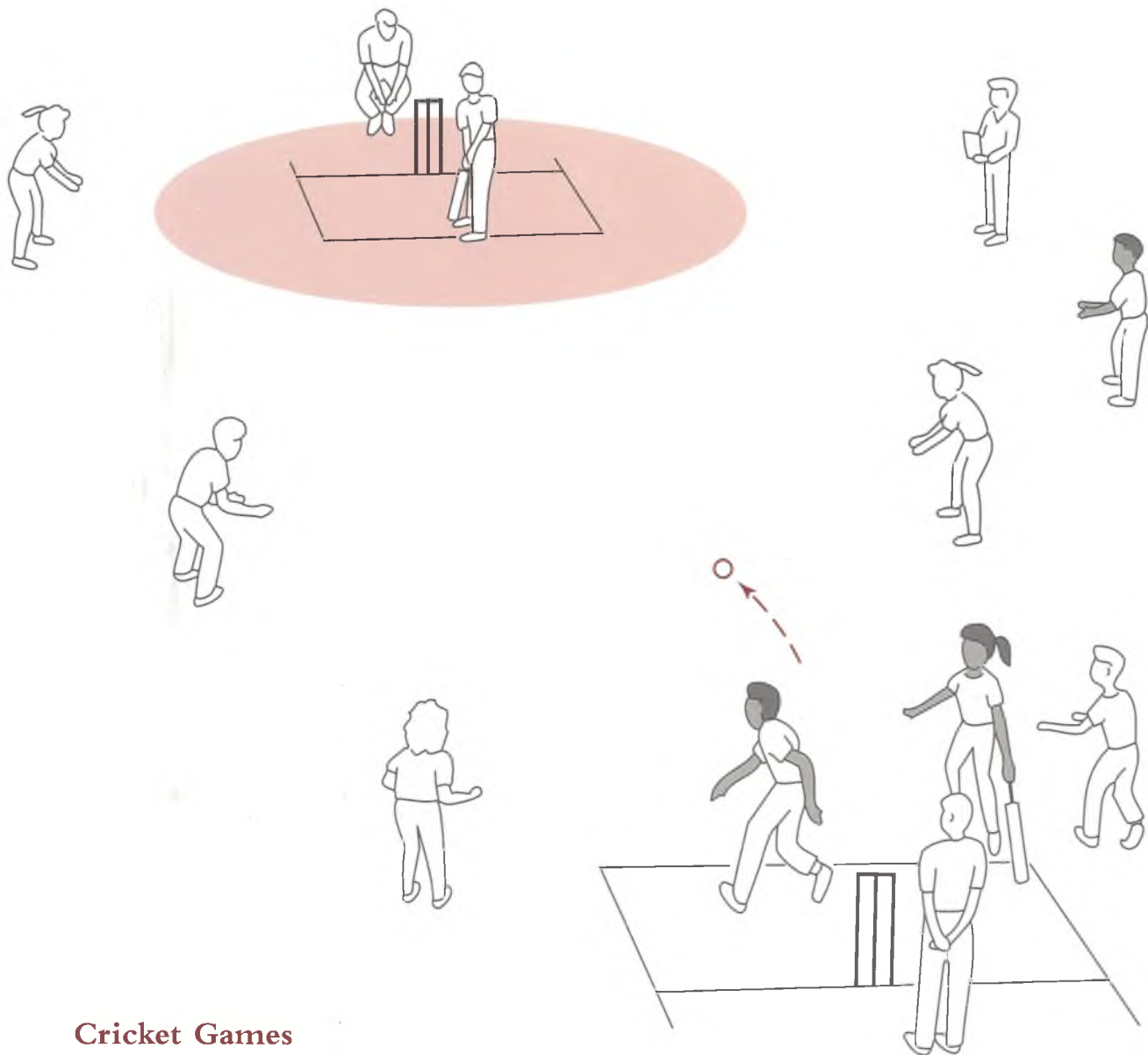


# CRICKET GAMES

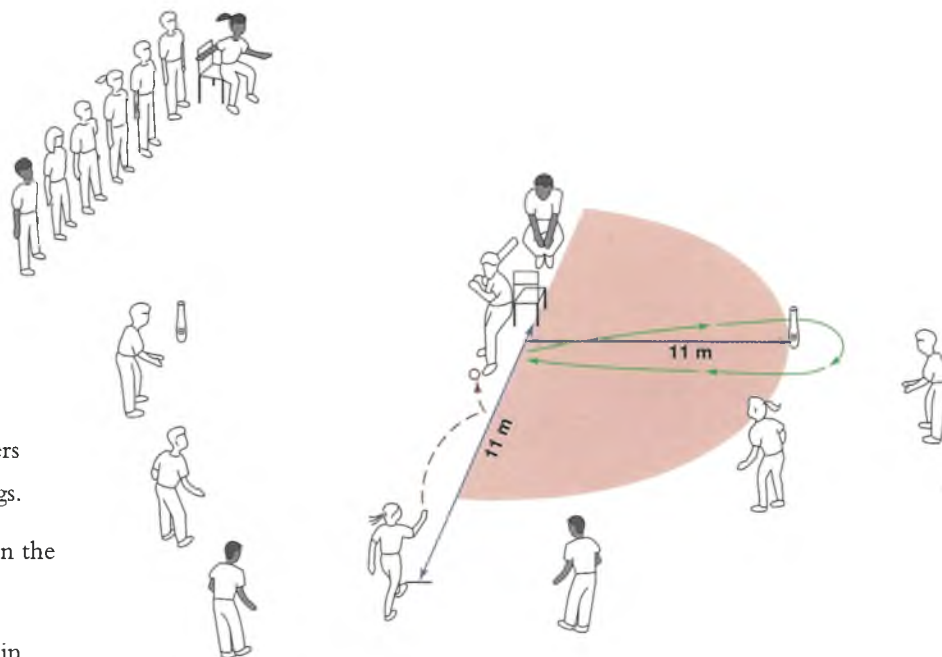


## Cricket Games

1. Non-Stop Cricket *page 6.2*
2. Pairs Games *page 6.3*
3. Pairs Cricket *page 6.5*
4. Eight-a-Side Cricket *page 6.6*
5. Six-a-Side Cricket *page 6.6*
6. Off Side Continuous Cricket *page 6.7*
7. Inter Cricket *insert*

# CRICKET GAMES

## GAME 1 - NON-STOP CRICKET



### Organisation:

- Teams made up of equal numbers with each team to have 1 innings.
- Organise the activity as shown in the diagram.
- The incoming batter must remain seated on the batting chair, until the previous batter is given 'out'.
- The ball must be bowled underhand.
- The bowler may bowl whether or not a batter is at the wicket.
- A batter may be given 'out', bowled, caught or hit wicket.
- To score a run the batter must run around the skittle.
- The batter must run every time the ball is hit.
- A ball which bounces more than once before reaching the wicket is a no-ball; a no-ball counts one run to the batting side and the batter is allowed to return to the wicket.
- The batter cannot be dismissed from a no-ball.

**N.B.** For safety reasons, it is suggested that fielders should not be allowed in the (shaded) danger area, when a batter is taking strike.

If a left-handed batter is in, the running skittle and the danger area move to the other side.

**Equipment:** 2 chairs, 1 bat shape, 1 tennis ball and 2 skittles. The playing area should be a minimum of approximately 20 yards square, the pitch 11 paces long, the skittles 11 paces from the wicket.



**SAFETY!**

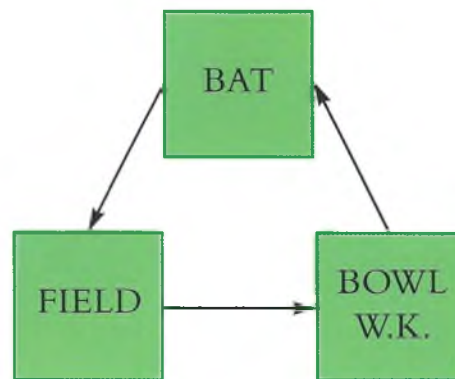
# OUTDOOR CRICKET GAMES

Pairs games are structured so that each player has an equal opportunity to contribute to the game, regardless of skill level. Pairs rotate, playing in turn, in each position. Initially, games involve 3 pairs - as skill increases and the complexity of the game deepens, so more pairs are included, up to a maximum of 6. Each pair starts with 10 runs and deducts 5 runs for each time out. The winning pair is the one with the highest resultant total.

## GAME 2 - PAIRS GAMES

### i. THREE PAIRS GAMES

- Pair one Bat for two overs.
- Pair two Field for two overs  
(one on the *off side*,  
one on the *leg side*)
- Pair three Bowl and *keep wicket*  
(one over each)

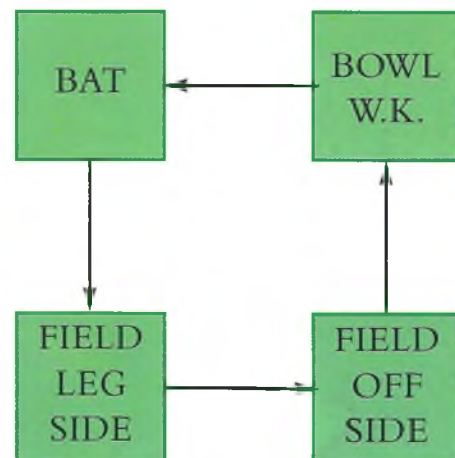


Pairs rotate every two overs - duration of the game six overs - approximately 12 minutes.

### ii. FOUR PAIRS GAMES

(As batting improves, an extra pair is needed to field)

- Pair one Bat for 2 overs
- Pair two Field on the *leg side* for two overs.
- Pair three Field on the *off side* for two overs
- Pair four Bowl and *keep wicket*  
(one over each)



Pairs rotate every two overs - duration of the game is eight overs - approximately 16 minutes.

# OUTDOOR CRICKET GAMES

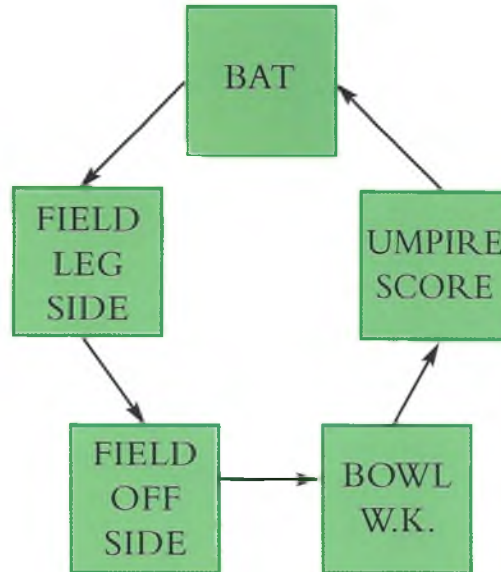
## GAME 2 - PAIRS GAMES CONT..

### iii. FIVE PAIRS GAMES

(As more rules are introduced umpires and scorers are needed)

- Pair one Bat for two overs.
- Pair two Field on the *leg side* for two overs.
- Pair three Field on the *off side* for two overs.
- Pair four Bowl and *keep wicket*  
(one over of each.)
- Pair five Umpire/score

Pairs rotate every two overs - duration of the game ten overs - approximately 20 minutes.



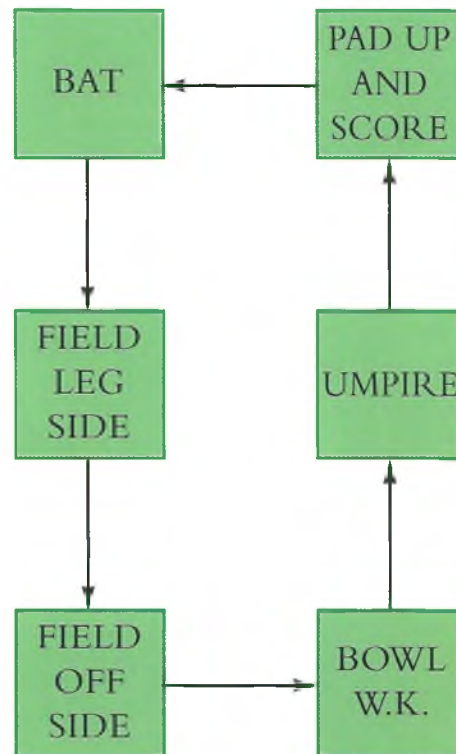
### iv. SIX PAIRS GAMES

- Pair one Bat for 2 overs.
- Pair two Field on the *leg side* for two overs.
- Pair three Field on the *off side* for two overs.
- Pair four Bowl and *keep wicket*  
(one over each.)
- Pair five Umpire.
- Pair six *Pad up* and score.  
(Pads only required if hard ball is used)

Pairs rotate every two overs - duration of the game is twelve overs - approximately 25 minutes.

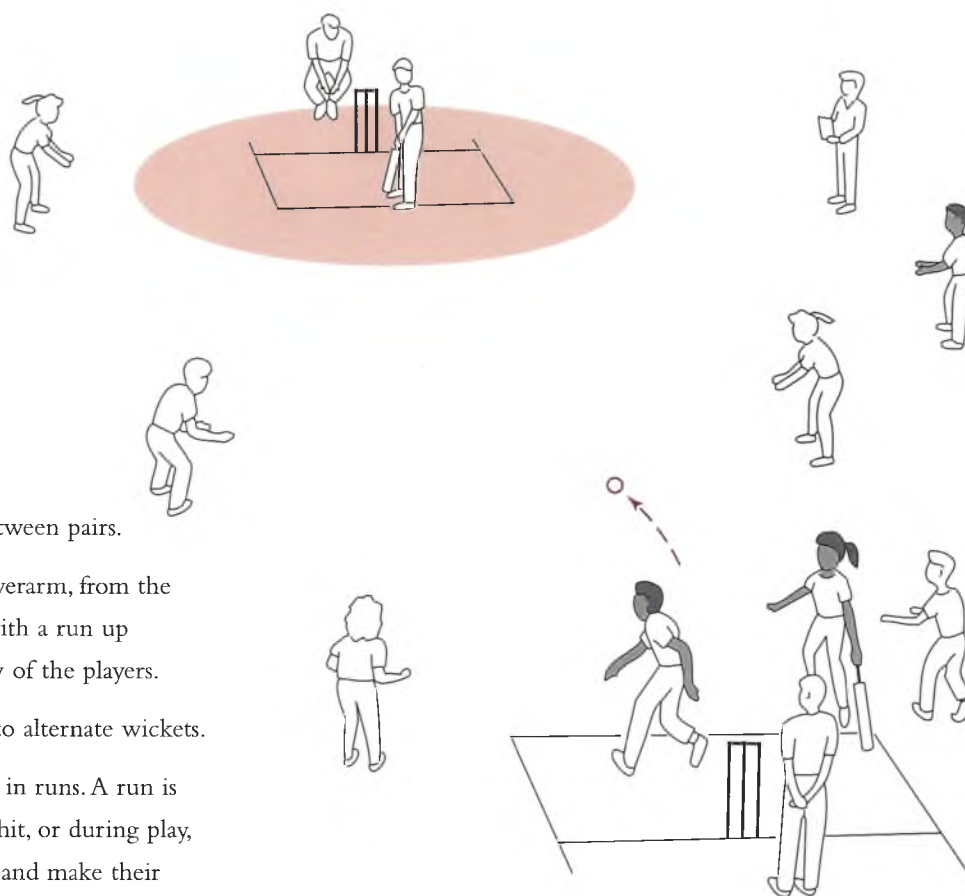
If more time is available for the game - the number of overs can be increased from two to three, or even four, before pairs rotate.

**N.B.** Excitement can be increased by introducing the rule that batters must run if they hit the ball.



# OUTDOOR CRICKET GAMES

## GAME 3 - PAIRS CRICKET



### Organisation:

- The game is played between pairs.
- The ball is delivered overarm, from the standing position, or with a run up according to the ability of the players.
- Six balls are delivered to alternate wickets.
- The score is calculated in runs. A run is scored after the ball is hit, or during play, when the batters cross and make their ground from popping crease to popping crease.
- Batters make ground by placing their bats on the ground beyond the popping crease.

### Dismissals -

Initially:

1. Bowled
2. Caught
3. Hit wicket
4. Run out

**N.B.** A player, once dismissed, does not face the next delivery.

As and when necessary introduce:

5. Stumped
6. Leg before wicket

Finally, and only in dire necessity:

7. Obstructing the field
8. Handled the ball
9. Hitting the ball twice.

Scoring: each pair start with 10 runs but loses 5 runs for each dismissal.

**Equipment:** For up to 5 pairs - 2 bat shapes, 1 tennis ball, 2 chairs (used as wickets), or 2 sets of stumps of appropriate size, 1 score sheet. For 6 pairs of players - 2 cricket bats, 4 pairs batting pads, 2 pairs batting gloves, 1 pair wicket keeping gloves, 2 chairs or 1 set of stumps, 1 cricket ball, 1 score sheet.

# OUTDOOR CRICKET GAMES

## GAME 4 – EIGHT-A-SIDE CRICKET

This game is a development of Pairs Cricket. The same principles apply in that every player has an opportunity to contribute to the game. EIGHT-A-SIDE CRICKET IS AN IDEAL GAME FOR INTER-GROUP COMPETITION.

**Organisation:** The laws of cricket apply with the following exceptions:-

1. Each team shall comprise 8 players (4 pairs).
2. Each game shall consist of one innings per side; each innings to be of 16, 20, 24 etc. overs duration according to the time available. 16 overs take approximately 45 minutes to bowl, 20 overs, 1 hour etc.
3. The batting side shall be divided into pairs; each pair batting for 4 overs in a 16 overs innings. Pairs change at the end of the 4th, 8th and 12th overs. In a 20 over game pairs change at the end of the 5th, 10th and 15th overs.
4. The batting side starts with 200 runs.
5. Batters shall have unlimited 'lives' but each 'life' shall be recorded on the Score Sheet as a wicket lost and 10 runs deducted from the total.
6. If a pair of batters complete their innings without losing a wicket a bonus of 5 runs shall be added to the score of the batting side.
7. Every player on the fielding side, with the exception of the wicket keeper, must bowl. In a 16 over game no player may bowl more than 3 overs; in a 20 over game, more than 4 overs.
8. When dismissed a batter may not face the next ball.

**Equipment:** 2 sets of stumps, 1 cricket ball, 2 cricket bats, 2 pairs of batting gloves, 4 pairs of batting pads, 1 pair wicket keeping gloves, 1 pair of pads for the keeper, 1 score sheet.

**N.B.** Using a soft ball precludes the need for batting gloves and batting or wicket-keeping pads.

## GAME 5 – SIX-A-SIDE CRICKET

This game can give added variety to the programme of work and should be played by the more skillful players.

### Rules:

The laws of cricket apply, with the following exceptions:

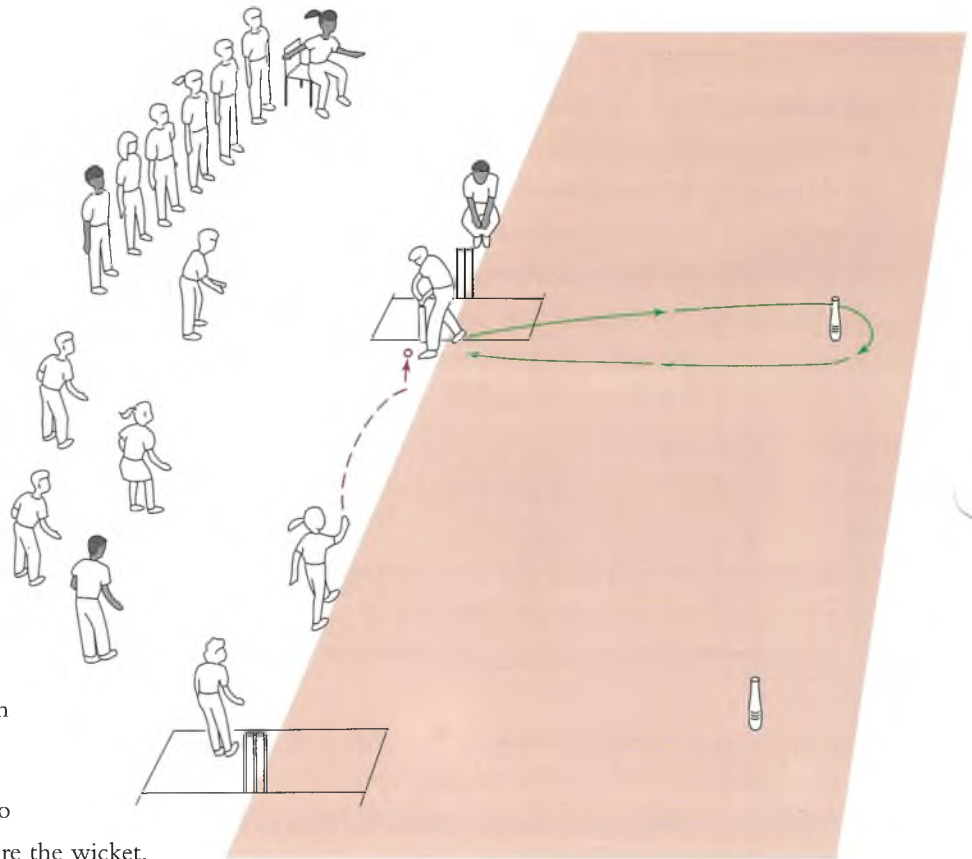
1. Each team shall consist of 6 players.
2. Each game shall consist of 1 innings per side. The match ends when a win is assured (even though the regulation 5 overs have not been bowled).
3. Each player shall bat once and bowl one over (excluding the wicket keeper).
4. 5 players of the fielding team shall bowl one 6 ball over, not including 'wides' and 'no-balls'.
5. 'Wides' and 'no-balls' count 4 runs and shall be added to the total of the batting team.
6. All players shall bat until out, or until their score is 25, whichever is the sooner.
7. The batter loses his score if no score is made from 3 consecutive deliveries. If the batter is out on the 3rd ball the score is still lost.
8. The last batter will bat on, the penultimate batter stays in and acts as a runner.
9. The team with the highest aggregate of runs in the 5 overs, or when all 6 batters are out, whichever is the sooner, will be the winner.
10. If the boundaries are being played, the values are changed as follows:- a boundary six counts 10 runs; a boundary, normally four, counts as 6 runs.

**N.B.** Using a soft ball precludes the need for batting gloves and batting or wicket-keeping pads.

**Equipment:** As for Eight-a-side cricket.

# CRICKET GAMES

## GAME 6 – OFF SIDE CONTINUOUS CRICKET



### Organisation:

- Organise the activity as shown in the diagram.
- Ball to be bounced underhand to bounce no more than once before the wicket.
- Bowler delivers ball immediately it is returned by the fielder.
- Batter must run every time the ball is hit.
- Runs may only be scored on the off side.
- To score 1 run the batter has to run around the skittle and back (skittle distance can vary).
- Batter may be dismissed by being caught or bowled.
- The number of complete innings per team must be decided before the game starts.
- **N.B.** Safety aspects must be stressed i.e. fielders not too close to the batter.
- Introducing a 'can't be out first ball' rule is sometimes appropriate. Opportunities for highlighting batting and fielding coaching should be taken. Introducing certain boundaries can cause players to concentrate on a 'target area'.

**Equipment:** 2 sets of stumps (or chairs)  
1 bat or bat shape 2 skittles or equivalent  
1 ball (air flow/tennis).

**N.B.** This game may be adapted for a variety of different batting strokes. The emphasis, however, should always be towards activity and enjoyment rather than technique. If a left-handed batter is batting the bowler and batter change ends.