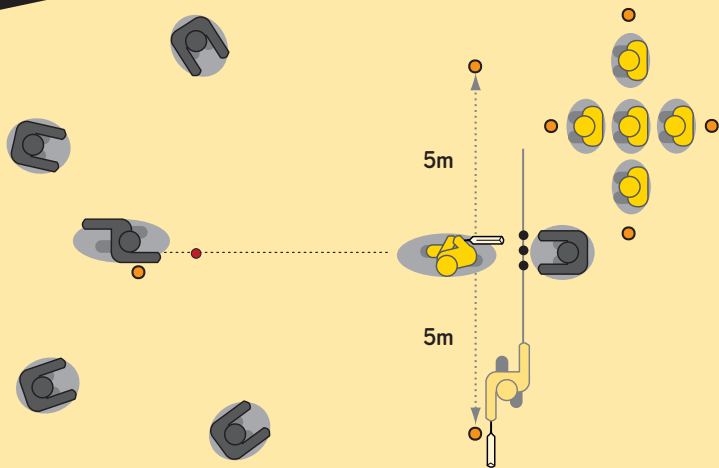


CONTINUOUS CRICKET

A fast, fun game where everyone has a chance to contribute



Safety!

- No fielders closer than 10 meters from the batsman
- Batting team members to stand a safe distance behind game in coned 'clubhouse' area

Tip!

- Coach/teacher can bowl if necessary



1



1



10–20 mins



6+



1



2



Batting team



Fielding team



Wickets



Cone

CONTINUOUS CRICKET

A fast, fun game where everyone has a chance to contribute

Organisation:

Divide into two equal teams, or if there is a smaller group, just allocate one player as the batsman and the rest as fielders.

Batting:

Batter number 1 starts in front of the stumps ready to hit the ball. All remaining batters stand a safe distance behind the game.

Fielding:

Fielders spread out, no closer than 10 metres from the batter.

Bowling:

There needs to be one bowler (under or overarm dependent on ability, bowled from the cone) and one wicket keeper. Teacher can be the bowler if necessary.

The Game

- The bowler 'bowls' the ball underarm (with one bounce) to the batter.
- If contact is made, the batter runs around either cone and back to the stumps to score a run.
- Batter must run regardless of whether or not they hit the ball... and for any subsequent balls bowled which they miss whilst running.
- Fielders try to catch the batter out, or stop the ball and pass it back to the bowler.
- The bowler can bowl the ball again as soon as s/he receives it, even if the batter is not back in time.
- When all the batters have been dismissed, the teams swap.
- The team that scores the most runs wins.

Ways of being out

- Caught
- Bowled

Adaption / Variation

- Make it easier: use a larger ball.
- Make it harder: overarm bowling, increase running distance.