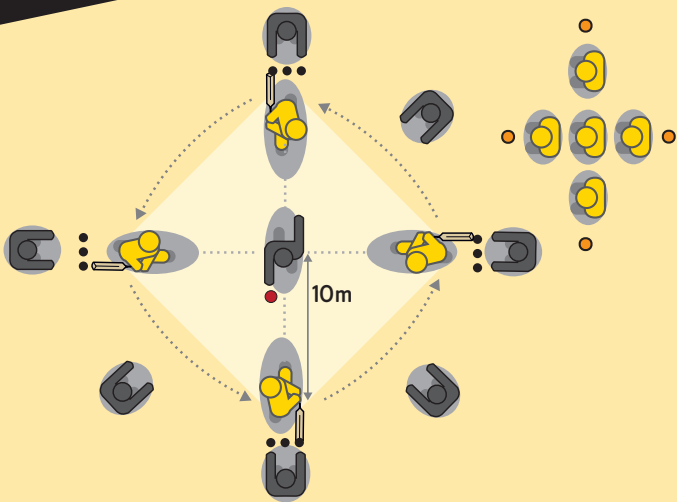


DIAMOND CRICKET

A great game that combines cricket and rounders and requires tactical thinking



Safety!

- All fielders must start outside the diamond
- Batting team members waiting to bat to stand a safe distance out of the way in the coned 'clubhouse' area.

Tip!

- Coach/teacher can bowl if necessary



4



4



10–30 mins



12+



1



1



Batting team



Fielding team

● ● ● Wickets

● Cone

DIAMOND CRICKET

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Organisation:

Either divide into two equal teams (best for larger group), or can just select four batters (best for smaller group).

Batting:

Only four players can bat at one time; the remaining batters should wait in a safe area ready to come in. Switch batters as the game/ allocated time requires to ensure everyone gets a chance to bat.

Fielding:

Fielders spread out (but no-one can start by standing inside the 'diamond'). A fielder at each set of stumps (as a wicket-keeper) is a good idea.

Bowling:

The bowler (child or teacher, dependent on standard) stands in the middle of all four stumps.

The Game

- Bowler bowls underarm or overarm at any set of stumps.
- Batters can run if they hit or miss the ball.
- All four batters run at the same time
 - in an anti-clockwise direction
 - with no overtaking.
- One run is scored when all batters advance safely to next wicket.
- As soon as the bowler receives the ball back s/he can bowl it again so the batters always need to be ready.
- The team with the most runs wins.

Ways of being out

- Caught
- Bowled
- Hit wicket
- Run out (optional)

When a batter is out, the next batter comes in to replace them. The innings can either be played until all the batters are 'out', or can be time-based (i.e. 10 mins per innings), which means that batters

may have a chance to bat again. Batting and fielding teams swap when the innings is concluded.

Adaption / Variation

Bowler and fielders rotate positions every six balls. Individual batters can decide to have an overarm bowl and score double for that hit. Innings length can be based on a length of time or the number of wickets lost. Three misses by the batter and you're out.