Team Games

Continuous Cricket

30mins

To improve basic striking, fielding and decision making skills

2 bats, 1 tennis/soft ball (foam indoors), 2 sets of stumps/chairs (together) & 2 cones

Organisation

Batters
5m
(w/k)
10m
5m
10m
10m
Teacher

Catchphrase If you are slow, you will miss your go!

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Instructions

1 Split into 2 teams, decide which team bats.

2 Batting team line up as in diagram.

3 Fielding team spread out in front of the stumps, minimum 10m away for safety.

4 One fielder acts as wicketkeeper (see w/k).

5 Teacher serves ball one bounce underarm at the stumps. Batter attempts to hit it.

6 **Whether they hit it or not the batter has to run.**

7 Batter scores one run each time they travel round the cone and back. More than one run at a time can be scored.

8 Fielders return the ball every time to the teacher who continuously serves.

9 Each batter keeps going until they are bowled, caught or hit wicket.

10 Highest team score wins.

Teaching Points

· **Batters**: (i) Do not stand so close that you hit your own stumps.

(ii) Stand side on and watch the ball.

· **Fielders**: (i) Be ready every ball.

(ii) Aim your throw straight to the teacher as quickly as possible.

(iii) Catch in two hands.

Ideas for progression

Fielders change positions by moving one place clockwise each time a batter is out. Only one w/k at a time and all other fielders should be a minimum 10m away for safety.

Fielders take it in turn to serve the ball.

Inside: batters can be caught out off the walls and the ceiling.

Outside:

(i)   Introduce a harder ball where safe and appropriate. (Not a cricket ball).

(ii)   Have a boundary line (approx 40m from stumps), if the ball crosses having bounced first = 4 runs, without bouncing = 6 runs.

Two innings per team.

Set a time limit, (i.e. 10 mins per batting team). Batters continuously rotate whether they are Out or Not Out.

Racing Cricket

Skill

Time 30 mins

Aim To improve basic striking, fielding and decision making skills

Equipment 3 bats, 1 tennis/soft ball (foam indoors), 2 sets of stumps/chairs (together) & 4 cones

Catchphrase Return the ball fast and the batters won't last!

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Organisation

(w/k)

Running Cones

Batters

10m

20m

10m

Teacher

Instructions

1 Split into 2 teams, decide which team bats.
2 Batting team line up as in diagram.
3 Fielding team spread out in front of the stumps, minimum 10m away for safety.
4 One fielder acts as wicketkeeper (see w/k).
5 Teacher serves ball underarm at the stumps, the batter attempts to hit it.
6 **Whatever happens, even if out, the batter has to then run immediately** around the three running cones, to return the bat to the team. They then join the back of the team to await their next turn.
7 One run is scored each time the ball is hit in front of the stumps.
8 If the ball is missed or hit behind the stumps, no run is scored.
9 If Out (caught, bowled or hit wicket), one run is deducted.
10 Fielders return the ball every time to the teacher who **continuously serves**, even if the bats have not been returned!
11 Each team bats for 10 minutes. Highest score wins.

Teaching Points

· **Batters**: (i) Watch the ball closely and attempt to hit the ball between the fielders.

(ii) Run with the bat as fast as possible to make sure your team does not run out of bats.

· **Fielders**: (i) Spread out to cover the whole area.

(ii) Return the ball to the teacher as quickly as possible to try to make the batters run out of bats.

Ideas for progression

Make it harder or easier for the batters to receive a bat for their turn by:

(i)   Increasing or decreasing the number of bats.

(ii)   Increasing distance of running cones from the stumps. For safety reasons do not decrease the distance.

If the fielders waste time then add one run.

Have an out zone. After returning the bat to the team, if the batter was out they sit in a designated zone a minimum of 20m behind the stumps. The team bat until they are all out. Highest team score wins.

Two innings of 5 minutes per team.

Introduce a harder ball where safe and appropriate. (Not a cricket ball).

Caterpillar Cricket

Time ▶ 30 mins

Aim To encourage teamwork and improve basic striking and fielding skills

Equipment 1 bat, 1 tennis/soft ball (foam indoors), 2 kwik cricket bases and 4 stumps 1 hoop & 8 cones

Organisation

Batters

Gate

10m

L/H

15m

10m

20-30m

Ball stand = 1 Base, 1 Stump inserted upside down so ball rests on top.

Target Line

Catchphrase Don't be late... get through the gate!

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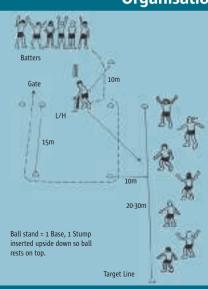## Instructions

1 Split into 2 teams, decide which team bats.

2 Fielding team spread out behind target line.

3 Batting team line up as in diagram.

4 In turn a batter strikes the ball from the top of the ball stand (placed in front of them) towards the target line.

5 That batter then runs around the box and through the gate **followed in a straight line by the whole batting team.**

6 On return, that batter joins the back of the line for the next batter to repeat.

7 The batting team **do not run** if the ball does not cross the target line or if the batter is caught.

8 Left handed batters strike the ball from the other side of the ball stand. See L/H.

9 Once the ball has crossed the target line and been stopped by a fielder, the rest of the fielding team must form a line behind them. The ball is passed overhead in a straight line until it reaches the 5th fielder who then runs to touch the ball on the set of stumps.

Teaching Points

· Each team bats until each batter has had an attempt at hitting the ball.

· The number of batters who have run through the gate before the ball is touched on the stumps determines the number of runs scored that turn.

· No runs are scored if the ball does not cross the target line or if the batter is caught.

· Highest team score wins.

Ideas for progression

Increase or decrease the number of fielders in the line who have to handle the ball before it is touched onto the stumps.

Increase the distance run by extending the size of the box.

Involve all the fielders regularly, by naming specific fielders who must handle the ball on a particular turn.

Instead of hitting from a ball stand, the teacher serves the ball overarm one bounce to reach the batter at waist height.

Using the same principle a similar game can be played involving 'leaning forward to strike the ball' (page 39), but using a smaller batting tee.

Conveyor Belt Cricket

Time ◖ 30 mins

Aim To encourage good communication between batters in a match situation

Equipment 3 bats, 1 tennis/soft ball (foam indoors), 2 sets of stumps, 5 cones (or 1 if already existing creases)

Organisation

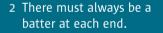(w/k)

Batters

10m

10m

15m

Instructions

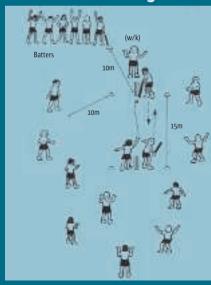1 Split into 2 teams, decide which team bats.

Fielders:

1 One acts as wicketkeeper (w/k), the rest spread out in front of the stumps (minimum 10m away for safety).

2 Each fielder in turn bowls two balls, under or overarm. Rotate clockwise.

Batters:

1 Line up as in diagram.

2 There must always be a batter at each end.

3 One run is scored each time the batters switch ends. No boundary, so no limit on the amount of runs scored on each turn.

4 If either batter is out no runs are scored for that turn.

5 After each ball the batter at the striking end joins the back of the line to be replaced by the next batter.

Teaching Points

· Each team bats for 10 mins.

· The fielding team bowl as many balls as possible in that 10 mins.

· Batters can be out: bowled, caught, run out or hit wicket.

· Wide = the ball is unreachable or No Ball = it rolls. For these 2 runs are added, the batter stays to receive the next ball.

· The highest team score wins.

Ideas for progression

Use cones/existing lines to create a boundary, 30-40m distance from the stumps. A ball crossing the boundary having bounced first = 4 runs, without bouncing = 6 runs. A boundary counts as that batter's turn.

Increase the time per innings and bowls per bowler.

Include the following ways of being Out:

(i)   Stumped – the wicketkeeper touches the ball on the wicket when the batter is in front of the crease (line).

(ii)   L.B.W. (Leg Before Wicket) – if any part of the body intercepts the ball that would have hit the wicket.

The above decisions must be judged by an umpire, usually a teacher. See page 82.

Introduce a harder ball where safe and appropriate. (Not a cricket ball).

Match Cricket

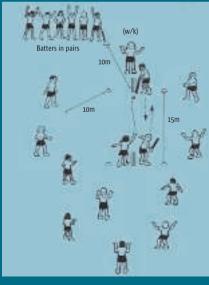**5 mins**

Aim
A match requiring batters to co-operate in pairs.

Equipment
2 bats, 1 tennis/soft ball (foam indoors), 2 sets of stumps, 5 cones (or 1 if already existing creases).

Organisation

(w/k)

Batters in pairs

10m

10m

15m

Instructions

1 Due to the waiting time for the batters, this is best used as an after school practice (class size 12-20).

2 Split into 2 teams, decide which team bats.

Fielders:

1 One acts as wicketkeeper (w/k), the rest spread out in front of the stumps (minimum 10m away for safety).

2 Each fielder in turn bowls one ball, under or overarm. Rotate clockwise. See page 64 for how many balls in an over.

Batters:

1 Line up in pairs as in diagram.

2 In turn each pair bat for two overs. **Even if they are out.**

3 One run is scored each time the batters switch ends. No boundary, so no limit on the number of runs scored on each turn.

4 Batters **do not have to run each ball.**

5 To communicate, batters call 'yes' or 'no' to decide whether to run or not.

Rules

· Each team starts with 200 runs.
· Each team bats until every pair has had 2 overs.
· Batters can be out: bowled, caught, run out or hit wicket. See page 82.
· If a batter is out the pair switch ends and the team lose 5 runs.
· Wide = the ball is unreachable or No Ball = it rolls. For these 2 runs are added, the batter stays to receive the next ball.
· The highest team score wins.

Ideas for progression

Use cones/existing lines to create a boundary 30-40m distance from the stumps. A ball crossing the boundary having bounced first = 4 runs, without bouncing = 6 runs.

Include the following ways of being Out:

(i)   Stumped – the wicketkeeper touches the ball on the wicket when the batter is in front of the crease (line).

(ii)   L.B.W. (Leg Before Wicket) – if any part of the body intercepts the ball that would have hit the wicket. See page 82.

Have a 'Test Match'. Two innings per team (perhaps over two sessions). Highest grand total wins.

Use a harder ball where safe and appropriate. (Not a cricket ball).

Pairs per team	Time available (mins)		
	30	45	60
		Balls per over	
4	4	6	8
7	3	4	6

E.g. = 45 minutes available, 4 pairs in each team will allow 6 balls per over.