

TERM 1 - GAMES GROUP, CRICKET

“World Series 4 way Cricket”

LOCATIONS – Oval

Prior to game -

- Take all students through a stretching routine and a light warm up (eg. shadow tag, stuck in the mud, jog around the courts, running wickets relay etc)

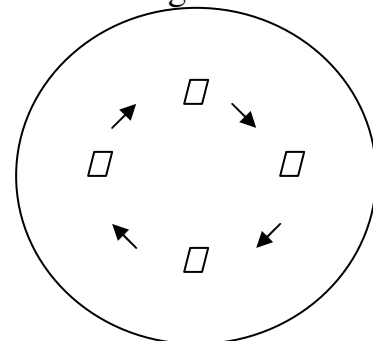
Organisation – Divide the group into 2 teams, and toss a bat to decide batting and fielding teams. Set the 4 sets of stumps out so that they make a diamond shape. (Around 18 big steps is a good length.)

Rules –

- 1) The Batting team sends out 4 batsmen. Once a batsman has hit the ball all batsman must run clockwise to the next set of stumps. This equals one run. A complete rotation equals 4 runs. (Topsy run rule applies, batters cannot run on a wide or no-ball)
- 2) No LBW
- 3) Batters may be caught out or bowled out. (1 hand 1 bounce is caught out)
- 4) There are no run outs or stumpings. Play is therefore continuous. Bowlers don't have to wait for batsman to arrive at a set of stumps to bowl.
- 5) Bowlers must bowl to the stumps opposite them.
- 6) Rotate bowlers after 3-5 mins to allow each member of fielding team a chance to bowl.

Equipment –

- 4 sets of kanga stumps
- 4 kanga bats
- 3 kanga balls (1 in use, 2 spares)
- 2 sticks of chalk, or scoreboard



Variations to Consider – If the group is small the each player keeps his own total and attempts to reach the highest score. All other players field together to get batsman out.

Note – This game is designed to be quick, with all players having more opportunities to be involved in the play. If time permits allow teams a second or third innings.