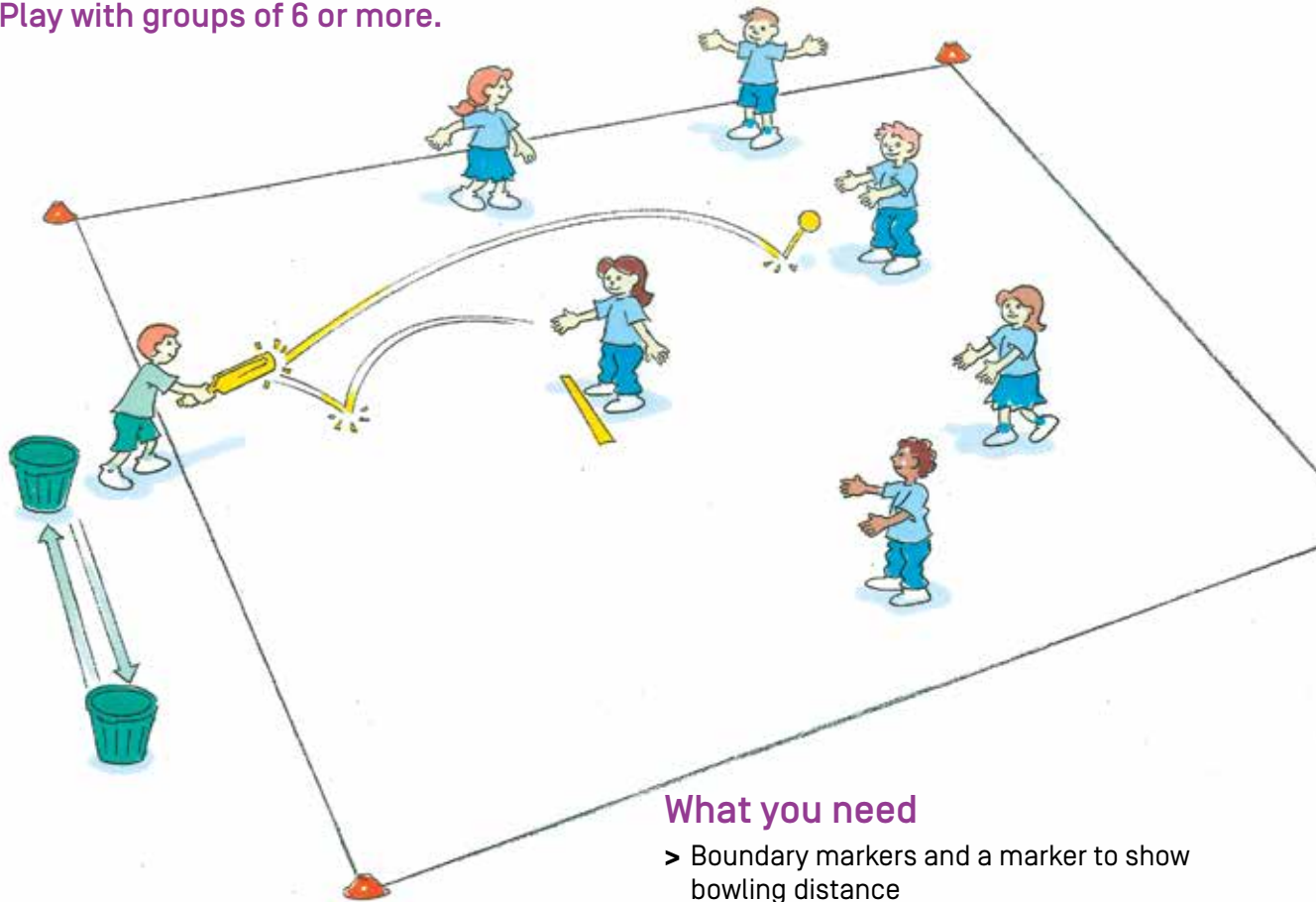


F-2 3-4 5-6 SKILL DEVELOPMENT GAME CONCEPTS

Continuous cricket

A ball is bowled underarm to a batter who hits the ball and runs between 2 wickets. The bowler can bowl at any time. A rolling and kicking alternative may be played. Play with groups of 6 or more.



What you need

- > Boundary markers and a marker to show bowling distance
- > One bat and ball (choose to suit ability level of the group)
- > 2 bins for wickets (or alternatives)
- > **Options** – batting tee, size 3–4 soccer ball.



What to do

Bowler

- > The ball is bowled underarm from the marker.
- > The bowler can bowl whenever the ball is available.

Batters

- > The batter must attempt to hit the ball after one bounce and, if successful, must run to the other bin/wicket and back.
- > Batters are out if they are caught or bowled out.
- > Once the batter is out, players rotate positions until everyone has had a go at bowling, batting and fielding.

Fielders

- > Return the ball to the bowler ready for the next delivery.

Scoring

- > One point is scored for each run to the bin/wicket and back.

LEARNING INTENTION

Continuous cricket is an age-old game that keeps players moving. The game develops fielding skills and encourages thoughtful placing of the ball by the batter.

PHYSICAL LITERACY ELEMENTS

MOVING WITH EQUIPMENT COORDINATION

OBJECT MANIPULATION

STRATEGY AND PLANNING RULES

AC:HPE CONTENT DESCRIPTIONS

ACPMPO43

ACPMPO45

ACPMPO61

ACPMPO63

change it...

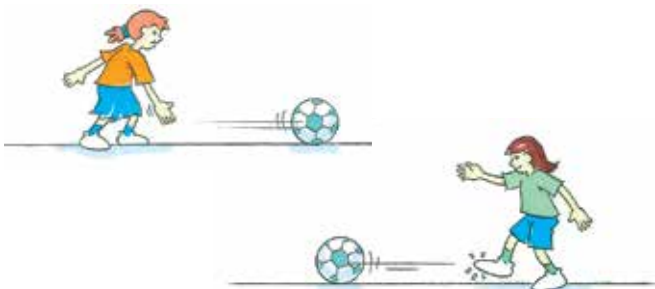
Continuous cricket

Coaching

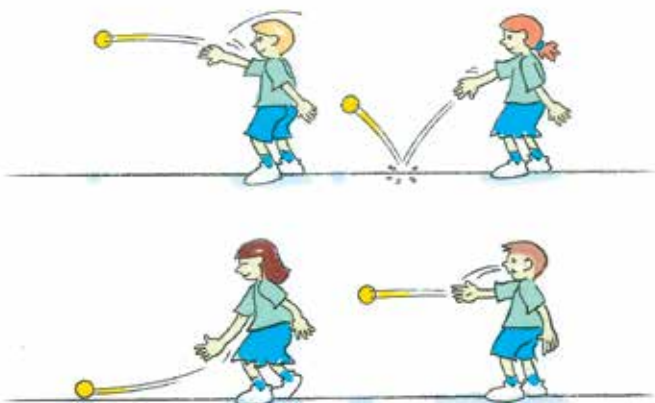
- > Use a player role model to emphasise effective batting and fielding plays.

Game rules

- > Batting action – kick into the field of play from a rolled ball.



- > Bowling action – allow an overarm bowl.
- > Fielders vary the pass – allow any pass, or vary the pass between fielders.



- > Rolling – use rolling to pass between fielders, [e.g. if a soccer ball and kick are used].
- > Buddy batter – use 2 batters who change places. The ball must be hit from the 'batting wicket' [easier for batters – who run half the distance].



Equipment

- > Use different bats – allow player choice.
- > Use different balls – allow player choice.
- > Use a batting tee – if required.

Playing area

- > **Wickets** – increase or decrease the separation between them.
- > **Zones** – bonus points are scored if the ball reaches a zone.

Safety

- > Batters must run with the bat and not drop it on the ground.
- > Batters should hit the ball below head height.
- > Batters keep to the left when running – use markers if required.
- > Fielders must not interfere with running batters.
- > Fielders call 'mine!' when fielding the ball.

Ask the players

Fielders

- > Where is the best place to stand?
- > How can you be ready to back-up if a team-mate misses a ball?

Batters

- > Where is the best place to hit the ball?
- > What do you do if the fielders have your "best place" covered?