CRICKET RELATED GAMES

INTRODUCTION – CREATING A GAME
Using games is a very effective way of coaching. It allows the players to work techniques and tactics out for themselves and therefore make the learning more permanent than simply being drilled.

1. What skill/tactic do you want to coach?
2. What is required to be successful in the situation that you want to create?
3. How many players can I get involved?
4. What is the scoring system?
5. How can I increase the pressure on players?
6. Start with a simple game and add to it to increase tactical thinking and test skill acquisition.
7. Does my new game challenge all level of player that I have in my squad?

FIELDING/WARM UP GAME – HIGH CATCH CHAOS

- Players are numbered.
- Coach hits tennis balls for high catches, rapid fire, calling the players’ numbers on each hit.
- The players catch the ball that coincides with their number.
- If a player drops the ball or catches the wrong ball then they are out.
- Change style of catch eg one hand, reverse hands, in shirt.
- Hit catches out more quickly.
- Change order of numbers called out.
- Be aware of safety. This drill creates a competitive edge, catching under pressure and spatial awareness but there is the chance of collisions. Now your group before progressing this too fast.

BOWLING GAME
Bowling practice needs an element of repetition competition and pressure. If a bowler is accurate then they will be successful. Therefore you need to think of ways to make ‘spot bowling’ fun.

- Bowlers aim at target of white cones.
- Bowlers split into teams bowling at the same target.
- When a bowlers hits a cone it is replaced with a cone of the colour of their team.
- After a set amount of time the team with the most cones of their colour will be the winners.
- Increase or decrease number of target cones depending on standard.

Other target bowling ideas include:
- Keep score for individuals/teams for the season to create a season long league table.
- Laminate noughts and crosses to create a noughts and crosses game.
- Concentrate firstly on line and then add in length drills.
- Create pitch maps by placing cones on the pitch where each ball of an over lands in relation to a single target cone.

Ideas for coaching spin.

Bowler has to turn ball back through poles to hit the stumps. Poles can be off-set to start with to make task easier.

Over and under. Bowler needs to bowl it under a piece of string but over an obstacle to land the ball on a length. This is to coach the idea of dip and the use of over-spin for flight.
- Coach bobble feeds the ball to batter who looks to drive the ball past the fielders and over the boundary.
- Award runs as appropriate.
- Can add additional targets for bonus runs.
- Nominate a captain who sets the field for each new batter.
- The captain can then ask the coach/feeder to bowl a certain line and then set a different field to encourage tactical thinking.
- Increase or decrease the size of the boundary as appropriate.
- Take runs off for being bowled or caught or even hitting the ball in the air if that is a coaching point.
- Add in layers of boundary. Past the first line then 2 runs past the second for 3 etc. this may allow for more fielders etc.
- This coaches the technique of the forward drive all around the wicket, encouraging players to wait for the ball hitting it under their eyes and into gaps between fielders.
- If facilities allow the feeder could be replaced by a bowling machine and the practice can be extended up to elite/senior players.
- Allow batters to bat for a number of deliveries until they are out etc.
**BATTING AND BOWLING GAMES**

**CRANMORE CRICKET**

- Batting team waits behind cone.
- First batter comes out to face bowler.
- Hit and run but batter can only run a single and stay at the non-strikers end.
- When the next batter scores a single the batter at the non-striker’s end returns to the end of the batting queue and the next batter at the front of the queue takes their turn.
- Bowlers bowl short (3-ball) overs.
- Fielders act as normal.
- This game allows players to bat and bowl against each other whilst reducing the time spent standing around.
- The innings can last a specified amount of time, number of lost wickets, number of overs etc.

**3 TEAM CRICKET**
• A game that can cater for large groups whilst still allowing them to bat and bowl against each other.
• Batters act as they do in Cranmore Cricket.
• Bowlers queue up and take turns to bowl at the new batter. Once the bowler has bowled then they return to the back of the queue.
• If the batter is unable to hit the ball because it is too wide, too quick etc then they have the back up of hitting the ball off the tee. This allows players of mixed ability to play in the same match and still be able to achieve some success.
• The fielders’ job is to field the ball and return it to the bowling queue.
• To keep the game moving more than one ball can be in play.
• The innings can last a specified amount of time, number of lost wickets, number of overs etc.
• Runs can be scored by boundaries, singles etc.

All these games can be adapted to suit your needs and those of the group. Always try new ideas that you may come up with it will make coaching much more fun and rewarding. Not all ideas will work first time and will need adaptation until the game evolves that you were hoping for.