THREE TEAM CRICKET
A game where players get to bat, bowl and field in a realistic setting but without the waiting time associated with 'normal' cricket

Split group into three teams
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-strikers 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 or rotate as a team (as shown)
Fielders act as normal.
The innings can last a specified amount of time, number of lost wickets, number of overs etc.

PROGRESSIONS/VARIATIONS
Remove hit and run aspect. This will allow realistic judging of runs, calling and running between the wickets and also mean the game can be scored and create a greater level of competition.
Have a batting tee available if batter misses bowled ball. This will allow experienced players and beginners to play in the same game.
Bowlers can bowl full overs or you can have a group of 2, 3 or 4 bowlers rotating round to make the game even quicker and have more people active.

Bowling team
Fielding team
Batting team
Batting tee
Player movement