CLEVER CRICKET

A game that encourages your batters, bowlers and captains to think about how to score runs and how to prevent runs being scored.

- Pair bats for an allocated number of overs or time.
- Runs can only be scored when ball is hit towards or through the scoring zones.
- No fielders are allowed to start in the scoring zones.
- For the first half of the innings the fielding captain places the scoring zones where they want. This will make them think about the strengths of their bowlers and the batters.
- For the second half of the innings the batters place the scoring zones where they want taking into account the strengths and the type/skills of the bowlers they are facing.
- Fielders can move into the zones once it has been hit.
- Make scoring zones an appropriate size for the skill of the players.
- Encourage batters to drop the ball towards the zones softly in order to score singles as well as hitting hard through the gaps for boundaries.
- Bowlers and fielding captain to discuss where to place gaps and how they will then bowl to prevent run scoring

Can add in rules around wickets such as lose 5 runs for getting out or out is out.
Add rules that encourage scoring off as many balls as possible such as rewards to bowling team for dot balls etc.