GLOSSARY

These words can be found in bold through the session plans.

**BACKING UP** – when fielding. The process of a fielder moving in line behind the stumps when a team mate is throwing at the stumps so that if the ball misses they are able to field the ball and prevent further runs being scored.

**BATTING GRIP.** Hands together and for right handed batters the right hand is nearer the blade of the bat.

**BATTING SET UP.** How the batter stands waiting for the ball to be delivered (see pic)

**BAT TAPS.** Keeping the ball off the floor by bouncing it on the bat.

**BATTING TEE.** A stationary method of delivering the ball in some batting practices and games.

**BOBBLE FEED.** A way of delivering the ball in batting practice and some games. The ball is fed underarm so that it bounces two or three times before reaching the batter below the height of their knee.

**BOUNDARY.** The edge of the ground when playing various forms of the game. Normally marked by cones, flags or a rope. If the ball is hit over the boundary without bouncing then it counts as 6 runs and the batters return to the same ends as before the ball was bowled. If it is hit over the boundary and has bounced then it counts as four runs with the batters returning to their original positions.

**bowling/throwing ARM.** The arm with the ball.

**catching AREA.** The area created by the hands that is presented to the ball when catching. This should be as big as possible.

**crease.** Lines on the ground that indicate a number of things. Bowlers should have released the ball before they have passed the front crease and batters are out if the fielding team gets the ball to the stumps if they are not behind the line.

**drop feed.** A way of delivering the ball in batting practice and some games. The ball is dropped from in front of the batter and the batter hits it on the second bounce. Feeder must stay in front of and facing the batter. If they do this it is a safe method of delivering the ball.

**DYNAMIC WARM UP.** The players prepare for activity by moving rather than static stretches. Can include an array of movements and include lunges, squats, skipping, hopping high knees, side stepping etc and any movement that is about to be used in the activity

**follow through (bowling).** After the ball has been released the bowler’s momentum carries them on down the pitch.

**front arm.** The arm without the ball during bowling and throwing. Used as an aiming tool.

**front foot drive.** A batting shot that uses a vertical bat and used for a ball that reaches the batter below knee height.

**hit the gaps.** Batters hitting the ball into space.

**INCREDIball.** A type of plastic ball that has a stitched seam. Harder than a tennis ball and windball not as hard as a normal cricket ball.

**innings.** The time, balls or number of overs that one team bats for.

**over.** A set of bowling deliveries from the same bowler. Normally, six deliveries constitutes an over.

**pull shot.** A batting shot that uses a horizontal bat and used for a ball that reaches the batter at about the waist.

**kwik cricket.** The competitive form of cricket in state primary schools.

**ready position.** The position taken by the fielders as the batter is about to hit the ball. See picture

**run out.** If, when the batters are attempting a run, the fielding team get the ball to the stumps when the nearest batter is not behind their crease.

**Run up.** Bowlers run up before delivering the ball. It provides momentum and rhythm.

**Seam.** The two halves of cricket balls are stitched together using string and this forms the seam.

**Soft hands – catching.** Relaxed hands.

**wicket keeper.** The player who takes the ball if the batter misses it. The equivalent to the back stop in rounders.

**windball.** A type of soft plastic ball. Used for Kwik Cricket matches.