EQUIPMENT/RESOURCES

- Stumps
- Cones
- Balls
- Bats

TIMINGS

5 mins - Warm Up
40 – 50 mins – A game of Kwik Cricket takes approximately 40-50 minutes. Time can be saved by reducing the length of an over from 6 to 4 or 5 balls.

OBJECTIVES

- Players gaining an understanding of cricket matches.
- Application of cricket skills

PUPIL LEARNING OBJECTIVES

- I understand the rules of Kwik Cricket
- I understand where my strengths and areas for development are. Batting, bowling, fielding.

QUESTIONS

Q – How can you change where you fielders are placed to reduce number of runs scored by the opposition?
A – We could have them out in the boundary for powerful hitters to prevent boundaries or in closer for batters that are hitting it more softly.

OBSERVATIONS

Observe all cricket skills and revisit previous lessons where applicable
How are tactics developed? Get players to think about tactics they could employ during the game in time outs or whilst waiting to bat.

VOCAB

Cricket
- Over
- Boundary
GAME

RULES FOR KWIK CRICKET

• Pitch - Two sets of stumps 16 yards apart
• Team - 8 in a team
• The Game - One innings per team, each innings to be 8 overs long (6 balls in an over)

BATTING & SCORING

• Batting team bat in pairs who each face 2 overs. Each team starts with 200 runs.
• Each time a batter is out, 5 runs are deducted and the other batter faces the next ball.
• A batter may be out bowled, caught, run out, stumped and hit wicket. (The batter who is out does not face the following ball)
• There is no LBW unless the batter deliberately blocks the ball with a leg or foot.
• Runs will be scored in the normal way (boundaries to be decided)
• 3 runs awarded to the batting team for each no-ball and wide bowled but no extra ball unless it's the last (8th) over when the extra ball has to be bowled again.
• The batter that faces the last ball of an over does not face the first ball of the following over.

BOWLING & FIELDING

• Each player on the fielding side must bowl 1 over.
• Bowling takes place from one end.
• Players on the fielding side rotate fielding positions after each over.
• Bowling should be overarm where possible (the ball may bounce more than once so long as it doesn’t reach the batter rolling)
• Underarm deliveries must only bounce once.
• Apart from the wicketkeeper, no fielder is allowed within 10 yards of the batter until the ball is hit.

THE RESULT

The team with the higher score wins