COVER FIELDING
Ball rolled out and stumps to throw at called (stump colour indicated by a cone placed on them).
Player attacks ball sets themself and throws at the relevant stumps.
Points can be awarded for throwing at the correct stumps, a powerful throw and hitting the stumps.

EASIER/HARDER
Reduce size of target.
Increase distance of throw.
Call target stumps later.
Add in a cone ‘minefield’ that ball travels through that might make bounce unpredictable

COACHING POINTS
Low and fast approach to ball.
Quick feet into aligned throwing position