

6 vs 6 Cricket

Format

Games played between bubbles or house groups. Part of a Round Robin Tournament (Can also be played 8v8)

Game timing/ Scoring

OUTDOORS Scoring is the same as traditional cricket with runs (1run) and boundaries (4/6 runs)
INDOORS: Completed run = 2pt;
contact with side or rear wall or netting or ceiling = 1 run; End boundary wall/net = 4/6runs

Equipment

Bat, ball, stumps, boundary markers

Court Layout

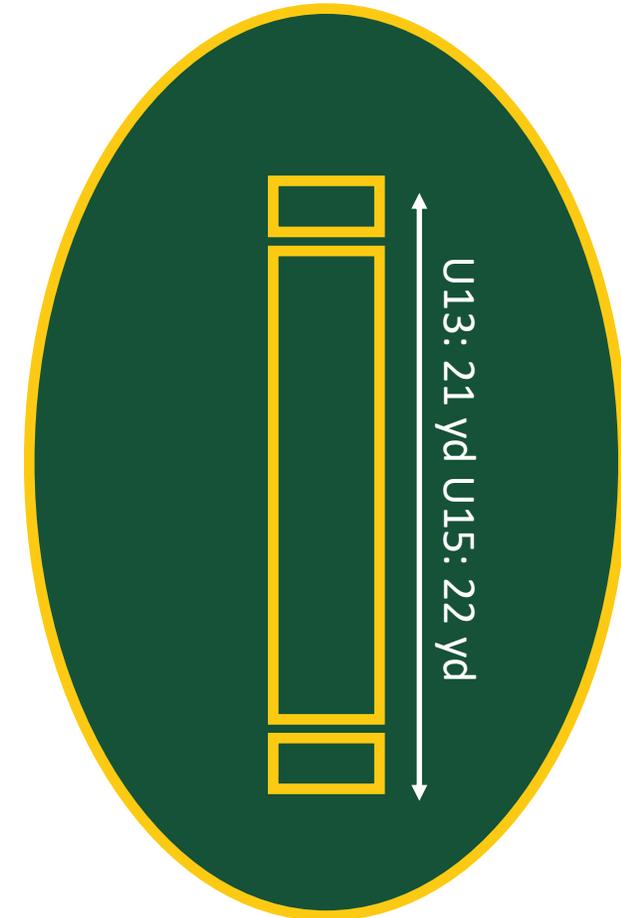
- U13 21 yd pitch and 35 yd Boundary.
- U15 22 yd pitch and 45 yd boundary.
- For indoor games, use the whole sports hall.

Rules

- Each team bats for 6 - 8 overs (depending on team sizes), with each bowler bowling one over of six balls.
- The toss at the start of the match decides which team bats or bowls first.
- Wides and No Balls cost 2 runs.
- Players bat in pairs and each pair bats for 2 overs

Teams

6 vs 6 (Can also be played 8v8)



6 vs 6 Cricket

Space: U13 21 yd pitch and 35 yd Boundary
U15 22 yd pitch and 45 yd boundary
For indoor games, use the whole sports hall

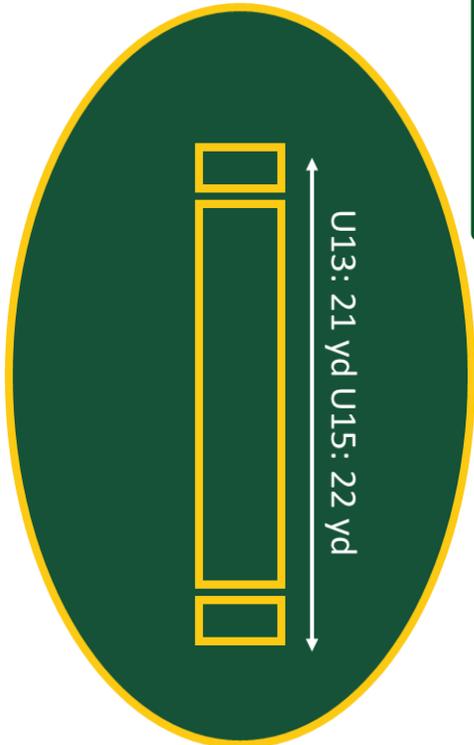
Task: OUTDOORS = Traditional Scoring - with runs and boundaries.
INDOORS: Completed run = 2pt; contact with side or rear wall or netting or ceiling = 1pt; End boundary wall/net = 4/6pt.

Equipment: Bat, ball, stumps, boundary markers.

People: 6 vs 6
(Can also be played 8v8)

Rules

- Each team bats for 6 - 8 overs (depending on team sizes), with each bowler bowling one over of six balls.
- The toss at the start of the match decides which team bats or bowls first.
- Wides and No Balls cost 2 runs.
- Players bat in pairs and each pair bats for 2 overs.



Non-Stop Cricket



Format

Games played between bubbles or house groups. Part of a Round Robin Tournament.

Game timing/ Scoring

Dependant on the number of players. Teams can be any amount of player from 4vs4 to 8vs8.

Equipment

Bat, ball, stumps, cones.

Teams

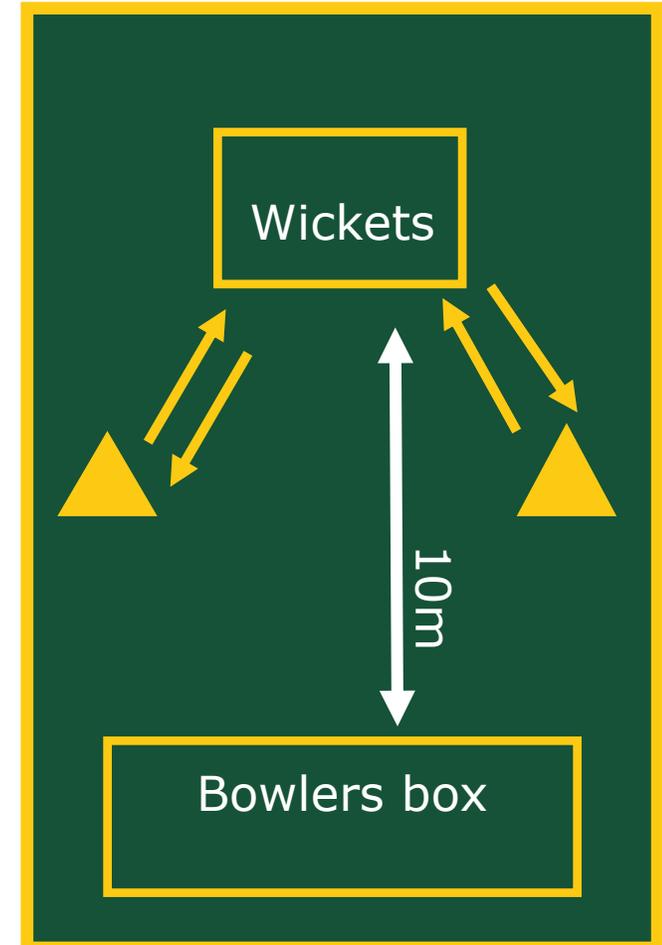
4vs4 to 8vs8.

Court Layout

10m from bowler to batter
Set up two markers for the batter to run to (approx. $\frac{1}{2}$ the distance the bowler is bowling from)

Rules

- The batter MUST run EVERY time the ball is bowled, whether they hit it or not
- Bowler can only bowl the ball when they are in the Bowling Box
- How many runs can you score before you are out? (To the marker and back = 1 run)
- Batter is out when:
 - The Bowler hits the wickets with one of the balls bowled
 - Bowler (or any fielders you have) catch a ball you have hit before it hits the ground.



Non-Stop Cricket

Space: 10m from bowler to batters box. Set up two markers for the batter to run to (approx. ½ the distance the bowler is bowling from).

Task: The fielding team has to get the batter out.

Equipment: Bat, ball, stumps, cones.

People: Dependant on the number is players. Teams can be any amount of player from 4vs4 to 8vs8.

Rules

- The batter **MUST** run **EVERY** time the ball is bowled, whether they hit it or not
- Bowler can only bowl the ball when they are in the Bowling Box
- How many runs can you score before you are out? (To the marker and back = 1 run).
- Batter is out when:
 - The Bowler hits the wickets with one of the balls bowled Bowler (or any fielders you have) catch a ball you have hit before it hits the ground.

