



## Rules for Target Cricket

### Batting:

- Each batsman faces 1 or 2 overs each, 6/12 balls
- 20 runs are given to each team at the start of the game
- The batter aims to play the ball into a target space but does not have to hit the actual target to score the runs. Note: once the batter has scored runs from that region they can no longer score anymore runs from that area during their 6/12 ball innings
- Batters are out if the ball is struck before it crosses the batter's crease line.
- When a batter has finished their innings all the reversed fielders are reset - facing inwards for the next batter.

### Bowling

- Each fielder bowls only one ball and then all fielders rotate one position anti-clockwise for the next fielder to become the next bowler
- A launcher is used to send the ball
- If a ball strikes a fielder it is fielded, strikes a red zone it is a relayed catch-caught out, or strikes a 'live target zone' it scores a miss field.

### Fielding

- Fielding positions can only be changed at the start of each innings

### Scoring

- 2, 4 or 6 runs can be scored by hitting the ball between the positioned fielders
- 2 runs are deducted upon either being bowled, caught by hitting the fielder in the red area, playing the ball with the hand or hitting the ball off the table.

### Further information:

Adapted Sports Programme [www.ntu.ac.uk/adapted\\_sports/](http://www.ntu.ac.uk/adapted_sports/)  
Youth Sport Trust [www.youthsporttrust.org](http://www.youthsporttrust.org)