



CRICKET – PAIRS

Quick introduction

Pairs Cricket involves eight to ten players divided into teams of two. Players all take different roles throughout the game.

Getting started

- Set out the activity as shown.
- Divide the class into groups of eight.
- Divide each group into pairs.
- Pair 1: two batters who start with 20 runs.
- Pair 2: one bowler and one wicketkeeper.
- Pair 3: two leg side fielders (leg is on batters' left if they are right-handed, right if they are left-handed).
- Pair 4: two off side fielders (off is on batters' right if they are right-handed, left if they are left-handed).
- Optional Pair 5: scorer and umpire.



CRICKET – PAIRS



Hints and tips

- Use bibs to help with pair rotations.
- With large numbers have a record keeper and official (pair 5) as part of the rotation.

Leadership and volunteering opportunities

- Record keepers could keep a record of the number of runs scored and lost by each pair. They will also need to count the number of good balls each pair face and signal to the officials when they have faced 12 good balls and their innings is over. When their turn is over they must calculate the team score. Remember the team starts with 20 runs.
- Team managers and Captains should motivate and encourage the team and individuals. They will ensure that all players understand the rules and brief them before the start of the competition. They could also decide who bats and bowls first etc.

Officiating

- Keep rules simple: bowled, caught, run-out and hit wicket.
- Ensure players know their score or use a large piece of paper as a scoreboard.

Think inclusively (STEP)

Space

- Increase or decrease the distance between the wickets; these distances could be different for the two partners.

Task

- If running to score runs is not an option, some players can score by striking the ball into scoring zones (wide gates marked by cones) around the wicket; fielders must retreat another 10m or no fielding takes place while the scoring shot is attempted.

Equipment

- Some players can use a batting tee (or adapted cone) if striking a moving ball is not possible (or until batting skills develop).
- A bell or rattle ball can used for visually-impaired players; the ball must be bounced or rolled.

People

- Increase or decrease the numbers in each team; more fielders challenges the batters; fewer fielders provides more scoring opportunities.



CRICKET – PAIRS

SCHOOL
GAMES

Quick rules

- The batting team receives 12 balls.
- If a ball passes outside either cone to the left and right of the wicket, a 'wide' is called. The batters receive one run and an extra ball is bowled.
- Pairs rotate to new roles after 12 good balls.
- There are no boundaries.
- Batters lose three runs each time they are bowled, caught, run-out or hit wicket.

Equipment required

- Kwik Cricket wickets.
- Bats.
- A ball for each group.

Health and safety

- Apart from the wicketkeeper, fielders should be a minimum of 10m from the bat.
- Ensure batters keep hold of the bat at all times.
- Ensure there is enough space between different groups.



FOR YOUNG PEOPLE

Think tactics

When batting is it better to try big hits or to place the ball away from the fielders with control.

Spirit of the Games: Excellence through Competition



Can you ensure you congratulate your partner and others on good play.



WWW.YOURSCHOOLGAMES.COM