

# INCLUSION SECONDARY INTRA-CARDS

## INCLUSIVE KWIK CRICKET

### QUICK INTRODUCTION

Inclusive Kwik Cricket enables SEN/disabled (SEND) and non-SEND players to compete in every aspect of the game. Adaptations can be made to make it possible for different players to compete together.

### GETTING STARTED

#### Who the competition is aimed at

- Teams are made up of eight players.
- Each team should include a minimum of two SEND players throughout the game.
- SEND players are defined as SEND pupils who cannot easily access mainstream cricket.
- Teams should be made up of players of similar cricketing ability.

#### Setting up the competition

- Set the game up on an indoor or outdoor surface that best meets the needs of the players.
- You will need two sets of Kwik Cricket stumps, bats and balls.
- Mark a line in front of each set of stumps (usually a bat and a half away).
- Decide which end the bowlers will bowl from — this remains the same throughout the game.
- Place two cones at the batting end to indicate when a wide ball is bowled. (See back of card regarding wide balls).

- The length of the wicket is 10m.

- Outdoor boundary — 30 metre circle.
- Indoor boundary — Back and side wall.

#### Rules of the competition

- Each team start with 200 runs. Players can score runs (running between the wickets, or from wide or no ball) and lose runs (being bowled, caught or run out).
- The team with the most runs after everyone has batted wins.

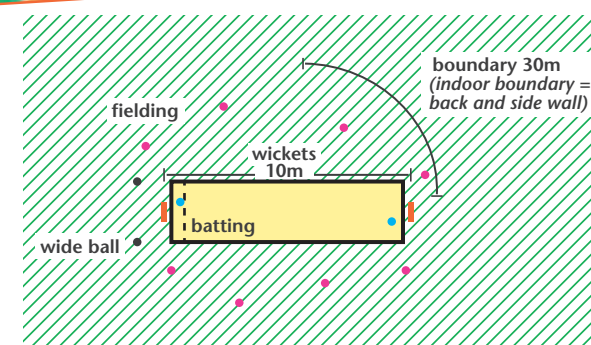
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INCLUSIVE



ZONES



## SPIRIT OF THE GAMES STATEMENT

Congratulate your team-mates and your opponents when they do something good.



## ORGANISING THE COMPETITION

### Batting

- Players bat in pairs.
- Pairs bat for two overs. Batters alternate positions after each ball is bowled so they can bat an equal amount.
- Batters can be bowled out, run out, or caught out.
- If a player is 'out' they lose five runs.
- Outdoor boundaries are four runs and indoor boundaries are two runs.

### Bowling and fielding

- Fielders position themselves around the pitch (one wicket keeper, one bowler and six fielders).
- Fielders rotate positions after each over. A new bowler bowls the next over.
- Players are encouraged to bowl overarm with a run up or from a stationary position. Players can also opt to bowl underarm.

### Byes

- If a batter misses the ball, or if it hits their body, they may still score runs.

### No balls and wide balls

- A ball that a batter cannot reach and hit is called a wide ball.
- A ball bouncing more than twice before reaching the batsman, or reaching the batsman above chest height without bouncing, is called a no ball. This is at the discretion of the umpire.
- Batters get two additional runs for every wide or no ball bowled but there are no extra balls bowled.

## OFFICIATING

- Ensure that all players understand how batters can be out, i.e. bowled, caught out, run out or the bat hitting the wicket.
- Ensure players understand that six balls bowled by the same person consecutively is called an over.
- Ensure there is someone in charge of keeping the score.
- Ensure there are two umpires — one at the bowling end and one at the side of the batter's end.

## THINK TACTICS

- Think about the positions of the fielding team, e.g. spread players evenly around the pitch.
- Think about the order in which players bowl and bat.

## SAFETY (IF APPROPRIATE/NECESSARY)

- Have at least one adult or young leader supervising each game.
- Ensure fielders are a safe distance away from the batter (minimum of 10m).
- Make sure players throw the ball back to the wicket safely.

## THINK INCLUSIVELY

### Space

- Play the game on a hard surface such as a playground or in a sports hall.
- Players can bowl from a shorter distance but maintain the length of the wicket for the batter.

## THINK INCLUSIVELY

- Reduce the size of the outfield.
- Place cones at each fielding positions to help orientate players when rotating.

### Task

- Allow SEND players to perform an alternative task to running e.g. passing the bat around the body or spinning around in the wheelchair counts as one run.
- Instead of running to score runs, set appropriate target zones for scoring e.g. two, four or six runs.
- Allow SEND players to catch the ball after the first or second bounce.
- Provide SEND players with hand grips or strapping to help hold and control the bat.
- Reduce the number of bowls per overs from six to three.

### Equipment

- Use different bats or rackets, e.g. short tennis rackets.
- Use different balls such as tennis balls, small footballs or balls in high visibility colours.
- Allow SEND players to hit the ball off a tee instead of a bowled ball.

### People

- Allow SEND players to use runners when batting.
- Include visually impaired players who can see the ball being bowled, ensuring the ball is colour contrasting and the fielders wear visible clothing. Allow the player to work with a sighted player.
- For visually impaired players who cannot access this form of cricket please refer to the ECB online resource: [www.bcew.co.uk](http://www.bcew.co.uk)