WHY Cricket?





Cricket is a wholly inclusive and accessible sport which engages people from a wide range of backgrounds.

A number of adapted versions of the game exist to enthuse new audiences.

TOP Tip!

Castle School, Somerset, have been a beacon for supporting Girls' Cricket and have utilised competition to increase the playing opportunities for female students across all ages. The girls see themselves as one big family – cricket and Chance to Compete in particular has been a great help to their social development and confidence playing sport. The competition have also been a real catalyst for supporting the development of pupils with additional needs – making it a truly inclusive sporting offer. Cricket is now a huge part of the lives of the girls at the school.

The Castle School (Somerset) – Girls Cricket Team www.youtube.com/watch?v=Ka_AtjT-kiw

Relevant web links

A full curriculum of PLAY & LEARN cricket resources across all Key Stages can be found via the CTS Teacher Portal:

https://teachers.chancetoshine.org

New for 2019 – we have created a range of 'Skills Challenges' under the Compete section of the Portal.

Information on ECB Kwik Cricket, including 'how to play' and scoresheets can be found on the ECB website:

https://www.ecb.co.uk/play/junior/kwik-cricket

Detailed information on Table Cricket, including video case studies can be found: http://www.lordstaverners.org/table-cricket

















Cricket



Spirit of the Games: Excellence through competition.

How does your sport exemplify these values?



Passion: cricket promotes passion for play, we celebrate taking wickets and scoring runs and competing in a fair way.



Team work: Cricket is an inclusive game that encourages all pupils to compete in the Spirit of Cricket.



Respect: participants are encouraged to respect the opposition, skill level, applaud as they leave the field and shake hands with each player.



Honesty: the skill elements of the game require honesty from all participants in terms of catching, batting, bowling and fielding.



Self-belief: individual skills challenge promote personal best and self-belief. Whilst a team sport, the individual skills of bowling and batting encourage young participants to be confident in their ability.



Determination: all levels of competition encourage participants to try hard, work hard and celebrate success.





Priority competitions:

Name of the competition: Kwik Cricket (Primary) Y4-6 Age group: Chance to Compete (Secondary) U13 & U15)

Table Cricket (Inclusive) Y7+

Who runs it: Run by local county cricket board or SGO

How to enter: Enter via local county cricket board or SGO

When: Outdoor (May-July)

Next steps: Chance to Compete runs through to regional final level, with girls' events linked to the 6 Kia Super League hosts. Table Cricket has both regional and national finals.

Young leader/Officials courses/ qualifications available

Chance to Shine have created a range of Leadership Modules in partnership with Youth Sport Trust, which can be downloaded from the 'Inspire' section of the Chance to Shine Teacher Portal - https://teachers.chancetoshine.org

These modules can be delivered directly by Teachers/SGOs or can be delivered via your local County Cricket Board. Different modules are available across Key Stage 3 & 4 and can be delivered by County Board staff, teachers or SGOs.

Where do young people go next (from school to club/community)?

A number of community options are available to any cricketers keen to take their experiences beyond school sport. Clubs are keen to improve links with local schools and can be contacted directly through the links below, as well as promoting transition, many support with school based delivery.

For those aged 5-8, ECB have introduced the All Stars Cricket programme: https://www.ecb.co.uk/play/all-stars

For those aged 8+, ECB supports a network of community cricket clubs up and down the country https://www.ecb.co.uk/play/find-a-club

Chance to Shine also support a number of specific free Street community cricket programmes for 8-15 year olds in targeted communities around the country.

https://www.chancetoshine.org/street/chance-to-shine-street

Signposted competitions:

Primary School Competitions

Key Stage 1 - Skills Festivals

- Reception, Y1 & 2
- Station based, fundamental movement-based activities with a cricket theme
- Linked to All Stars Cricket
- Mixed events
- Run locally for Inter School Competition by County Cricket Boards
- Year round delivery

Key Stage 2

Indoor Pairs Cricket/Continuous Cricket/Rapid Fire Cricket

- Y3-6
- Adapted indoor version of Pairs Cricket or Continuous Cricket
- Mixed events
- Run locally at Inter School Competition by County Cricket Boards

Secondary School Competitions

Girls Indoor (Lady Taverners)

- U13 and 15
- Local, county, regional and national final
- County Cricket Boards
- Jan April

Chance to Compete - Indoor

- Y7+
- County Cricket Board run
- Adapted Indoor format
- Nov-April

Chance to Compete - Outdoor

- Game versions for Y7+
- Hardball options available where suitable
- Apr-July
- County Cricket Board run

SCHOOL GAMES

Competition card 1

Primary or Secondary:

Primary

Name of competition:

ECB Kwik Cricket

Age Group:

Years 4-6

How to enter:

Via Local County Cricket Board

Tournament format:

Festival format, generally round robin events hosted at community club settings with all sides playing an equal number of games where possible.

Simple rules:

- Teams of 8, squads of 10.
- Mixed teams for Y4, Y5 & 6 competitions (no specific gender split).
 A Year 6 Girls only event exists.
- Plastic Kwik Cricket stumps and bats, rubber orange Kwik Cricket ball.
- Kwik Cricket Scorecard.
- Each match lasts 8 overs per innings, with players batting in pairs for 2 overs.
- Scores start at 200, each wicket lost is 5 runs off the total.
 Other traditional cricket scoring options exist.
- · Pitch lengths:

Y4 15 yards

Y5/6 17 yards

Maximum Boundary size:

Y4 30 metres

Y5/6 35 metres

Pitches can be marked on suitable grass outfields.

Think Inclusively!

- Kwik Cricket promotes the involvement of all children as every child will get the opportunity to bat, bowl & field in each game
- Fielders can rotate positions after each over, so they can explore every position including wicket keeper.
- Bowling styles can be adapted to include underarm bowling or a teacher/leader bowl if necessary.
- Games can be reduced to 4- ball overs.
- Adapted versions for Special Schools (Continuous Cricket) also exist.

Relevant web links:

ECB Kwik Cricket

www.ecb.co.uk/play/junior/kwik-cricket

A full curriculum of PLAY & LEARN cricket resources across all Key Stages can be found via the CTS Teacher Portal.

The 6 week curriculum programme for KS2 (Lower & Upper) is designed to equip children with the confidence and skills to play Kwik Cricket. There is also a specific LEARN session ('What's the Score') linked to Kwik Cricket scoring: https://teachers.chancetoshine.org

Roles for young people:

- Scoring
- Umpiring
- Team management
- All roles covered can be supported through the Chance to Shine Leadership modules or courses run locally through County Cricket Boards.

How can regularity be achieved?

 Encourage schools to set up local leagues at local club sites or suitable community venues.

How can depth in competition through extra teams be achieved?

- Cricket is a wholly inclusive and accessible sport which engages young people of different abilities from a wide range of backgrounds.
- Each game last approximately 40 mins, so lots of games can be played in a festival, giving opportunity to rotate players.
- Schools are encouraged to enter B & C teams as there is usually plenty of space at the host venues to cater for this.
- The addition of a 'Skills Challenge' element to festivals allow for skill development opportunities alongside matchplay – these formats can be found on the Chance to Shine Teacher Portal under 'Compete'.

The route from here to County Final - Inter School Competition (Level 3)

- Inter School competition events take place in May-June leading to County finals, hosted at a centrally based cricket club, in late June/early July.
- County events will use the same competition rules, allowing for any inclusive adaptations at Inter School competition.





SCHOOL GAMES

Competition card 2

Primary or Secondary: Secondary

Name of competition:

Chance to Compete (outdoor)

Age Group: U13 & U15

How to enter:

Via Local County Cricket Board

Tournament format:

Festival format, generally round robin events hosted at community club settings with all sides playing an equal number of games where possible

Simple rules:

- Teams of 8, squads of 10
- U13 (Mixed) & U15 (Mixed) softball
- U13 & U15 Girls softball
- Plastic Kwik Cricket stumps and bats, incrediball for girls softball
- Each match lasts 7 overs per innings
- The team with the highest score at the end of the 7 overs win using standard cricket scoring
- · Pitch lengths:

19 yards (u13)

20 yards (u15 Girls)

22 yards (u15 Mixed)

Maximum Boundary size:

45 metres (u13 Girls)

50 metres (u15 Girls)

50 metres (u13 Mixed)

55 metres (u15 Mixed)

 Pitches can be marked on suitable grass outfields for softball events or marked non-turf or turf pitches

Think Inclusively!

- Chance to Compete promotes the involvement of all children as every player will get the opportunity to bat, bowl & field in each game (only wicket keepers cannot bowl)
- · Games can be reduced to 4 ball overs
- All mixed competitions exclude current county age group cricketers and Girls' competitions exclude any Girls' Regional Development Centre squad members.

Relevant web links:

Chance to Compete (Secondary Schools competition)

www.chancetoshine.org/secondary-schools

A full suite of free cricket resources across all Key Stages can be found via the CTS Teacher Portal - https://teachers.chancetoshine.org

MCC Spirit of Cricket

http://www.lords.org/mcc/mcc-spirit-of-cricket

Roles for young people:

- Scoring
- Umpiring
- All roles covered can be supported through the Chance to Shine Leadership modules or courses run locally through County Cricket Boards.

How can regularity be achieved?

 Encourage schools to set up local leagues at local club sites or suitable community venues

How can depth in competition through extra teams be achieved?

- Cricket is a wholly inclusive and accessible sport which engages young people of different abilities from a wide range of backgrounds.
- Each game last approximately 40 mins, so lots of games can be played in a festival, giving opportunity to rotate players.
- Schools are encouraged to enter B & C teams as there is usually plenty of space at the host venues to cater for this.
- The addition of a 'Skills Challenge' element to festivals allow for skill development opportunities alongside matchplay – these formats can be found on the Chance to Shine Teacher Portal under 'Compete'.

The route from here to County Final - Inter School Competition (Level 3)

- Inter School events take place in May-June leading to County finals, hosted at a centrally based cricket club, in late June/ early July.
- County events will use the same competition rules, allowing for any inclusive adaptations at Inter school competition.
- Further to any County events, Chance to Shine also run regional finals during July for each of the 4 priority events, with the girls' events aligned to the 6 Kia Super League hosts.





SCHOOL GAMES

Competition card 3

Primary or Secondary: Secondary Inclusive

Name of competition:

Lord's Taverners Table Cricket

Age Group:

Y7+

How to enter:

Via Local County Cricket Board

Tournament format:

Festival format, generally round robin events hosted at community club settings with all sides playing an equal number of games where possible.

Relevant web links:

Lord's Taverners

www.lordstaverners.org/table-cricket Complete guide to Table Cricket: Link Player classification update: Link





Simple rules:

Team table cricket — County Final - Inter School Competition (Level 3) and Level 4

- The batting team starts with 200 runs.
- The bowler bowls by releasing the ball down and off the end of the launcher.
- The batter scores by hitting and guiding the ball against the green scoring zones around the table and avoiding the fielders.
- The scoring system is as follows: two runs if the ball hits the side square of the batter, four runs anywhere else down the sides, two runs for a shot either side of the launcher, and six runs in either far corner. For more information, please visit www.lordstaverners.org/table-cricket
- The batter is out (loses five runs) if they:
 - > hit the red part of the fielder (white part means 'no score');
- > is bowled (ball goes over their end of the table between the wide markers);
- > glances the ball anywhere over their end of table;
- > hits the launcher (caught and bowled);
- > the ball hits their hand, arm or body (LBW);
- > the ball is hit off the table by a ballistic hit (swipe or hit) a guided push should be used at all times.
- Each batter plays one over of six balls.
- The winning team is that with the highest cumulative score after everyone has batted.

TC20 (shortened version of game) — Intra School Competition (Level 1) and Inter School Competition (Level 2)

- Each innings consists of 20 balls.
- Each player starts their batting innings with 100 runs.
- The traditional fielding positions are set by the bowlers.
- No active fielders in play in 1 v 1 (one active fielder is allowed in 2 v 2).
- The launcher can be used as an active fielder to field the ball only; caught and bowled only counts if the launcher has remained stationary from the bowling position.
 The bowlers hand must stay in contact with the launcher if being used as a fielder no throwing, pushing or rolling allowed four run penalty.
- At the half way stage of the innings (after the 10th ball) the bowling side may change the fielding positions.
- There is no limit to how many times the swing ball can be used in each innings.
- No balls or wides on the last ball of the innings must be re-bowled.
- Batters cannot score in the same scoring area from consecutive balls (if they do, no runs are scored and 'dot' ball is recorded on the score sheet).
- All other rules are in line with the usual Table Cricket rules.

Think Inclusively!

Roles for young people:

- The regional heats are already supported by Young Officials trained up each year and local Cricket Umpires. These Young Leaders can be trained up through the Table Cricket training courses.
- The Lord's Taverners organise each of the regional heats and co-ordinate the training courses to support each heat. If the County Final - Inter School Competition (Level 3) was a separately run county event — e.g. Youth Games plus event this can replicated by training Young Officials to umpire and score at the event, with support from local cricket coaches as required.

How can depth in competition through extra teams be achieved?

- Young people with disabilities are often the least likely to have access
 to, or participate in, sport of any kind. Table Cricket provides the
 opportunity to play in a competitive game of cricket. The emphasis
 is on teamwork and sportsmanship in an informal and enjoyable
 environment.
- The game is played on a table tennis table. Side panels and sliding fielders are places around the table to create an arena, a small ball and ramp are used to bowl, and a wooden bat enables players to score runs, simulating a game of cricket.

The route from here to County Final - Inter School Competition (Level 3)

- Intra School Competition (Level 1) competition can help the school to select a team.
- Inter School Competition (Level 2) the schools compete locally with a view to progressing.
- County Final Inter School Competition (Level 3) can either be a self run county competition or preferably be used as a regional heat for the National Competition.

How can regularity be achieved?

 Table Cricket can be played all year round so there really are no constraints. The flexibility of TC 20 allows for continuous competition, especially at Intra School Competition (Level 1), as it can be played with smaller numbers.

Any pupil can play Table Cricket. Pupils with severe physical impairment who have a good understanding of cricket can make an impression and achieve success. It helps distract pupils with challenging behaviour as they focus on tasks. Pupils learn to work together and in TC 20 the activity can be player lead and managed. Every attempt should be made to provide disabled pupils the opportunity to play Table Cricket as a modified version of cricket with other pupils.