



# junior CRICKET Set!

## **A Little History**

Cricket is a game that has been played by people for centuries – although no one knows for certain, it is thought to have been played by children in southern England during the Saxon and Norman times. As a predominantly a children’s game to begin with, it was taken up by adults in the 17<sup>th</sup> century.

## **Aim of the Game**

The purpose of the game is to score as many ‘runs’ as possible before being dismissed or made ‘out’ by the fielding team. As this is a junior set, you may want to use this set for fun with no rules – but you can use some of the rules below to play the game properly. Details of these can be seen below. The fielding team’s aim is to try and prevent the batters from scoring runs by getting them out as quickly as possible. You can adjust the rules to suit your game and players, to ensure you all have the most fun possible. For very young players when batting, you may want to give them three ‘chances’ so they do not get out straight away.

## **Contents**

- 1 x Size 3 Cricket Bat
- 3 x Wooden Stumps
- 1 x Wooden Bail
- 1 x Rubber Cricket Ball

## **Setting Up The Game**

Set three of the stumps at one end of the playing field called the ‘pitch’ (any suitable area of grass) - please note there should be a gap between each stump. Depending on how hard to ground is, an adult may need to use a little pressure to push the stumps into the ground. Use the bails as a guide to space them (the thinner part of the bail will sit on top of each stump). Then place the bail on top of the three stumps. This is called the wicket.

A ‘batting crease’ may be drawn as a box you must bat from (you could score this in the ground or use chalk to make it clear). This crease also becomes the ‘safe’ area for the batsmen to get to when they are running.

Put a line or marker at the opposite end of your ‘pitch’ (playing area). A standard adult pitch would be 22 yards long, but you can decide how long or short yours is to suit the area and players.

## **How To Play**

- Divide the players into 2 teams. Teams do not need to have the same number of players – it may be a good idea to split the abilities evenly between teams if you have a range of ages playing.
- One team is the fielding team, and one team is the batting team.

- One player from the fielding team becomes the bowler, and one the wicketkeeper (stands behind the three stumps).
- Each player from the batting team takes a turn to bat – running from the wicket to the bowlers line in order to score a ‘run’ after hitting the ball.
- The batsman or men do not have to run, but can also run as many times as they like.
- When that player is out (details of how you can be out are below) the next player to bat will take their turn until they are all out – this then becomes the end of their innings.
- If you have a number of batsmen, you can have two people batting at once (a little more like professional cricket). One player will stand near the bowler while the other bats and will run from opposite ends of the pitch in tandem until they are safe (they have both reached one end and the fielding team is ready to bowl again) or one of the players is out.
- Once the players are all out, the teams switch roles and the batting team now become the fielding team and so on.
- You can decide how long the game is by how many times each team bats and fields.
- In a serious cricket game, when bowling the bowler will change after six bowls (called an over), if you have a few people on the fielding team who want a turn at bowling this may be a good rule to use.

### **How To Get a Batsman Out**

#### *Caught Out*

This is when a batsman hits the ball and a fielder catches the ball before it reaches the ground.

#### *Bowled Out*

If the bowler knocks the bails off the stumps with the ball – even if it has deflected off the batsman’s bat.

#### *Stumped Out*

This is when the wicketkeeper catches the ball and knocks the bails off before the batter has their bat or any part of their body inside the batting crease.

#### *Handling The Ball*

This occurs if one of the batsmen touches the ball with their hands during play – if the ball hits their hands whilst batting this is ok, but they must not use their hands in order to move the ball.

#### *Leg Before Wicket (LBW)*

LBW is when the batter’s legs are hit when batting, stopping the ball from hitting the wicket and the batsman being out. If the batsman’s legs are not in front of the wicket this rule cannot be called – this one can be difficult to judge so you could play without using this particular rule.

#### *Hitting The Wicket*

This is when the batter hits the wicket whilst playing – this could be with the bat or any part of the body (this could be seen like an ‘won goal’ would be in football).

### **Safety**

Suitable for 2 + players Aged 3 and over.

Children should be supervised by an adult.

All players should stand clear of the bowling area when it is not their turn to bowl or bat.



Please retain these details for future reference.

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