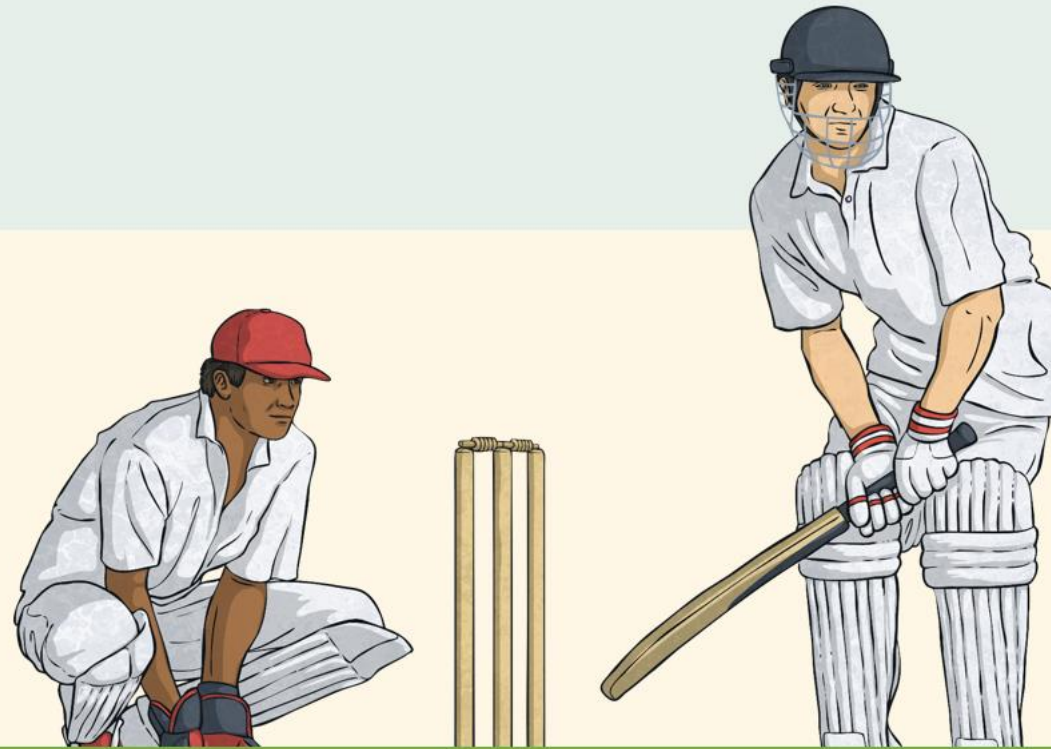


Year 8 Cricket Knowledge Organiser



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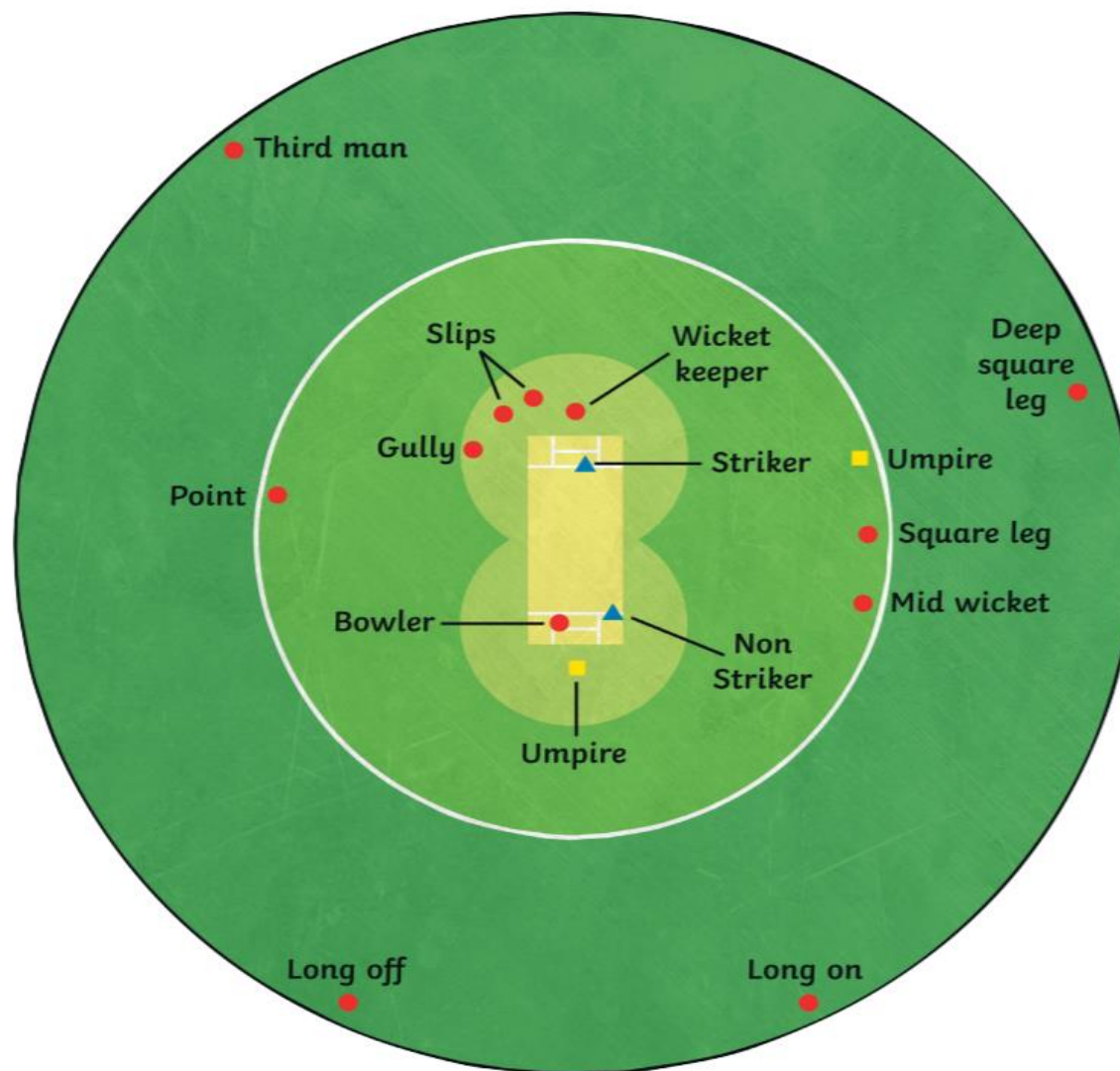
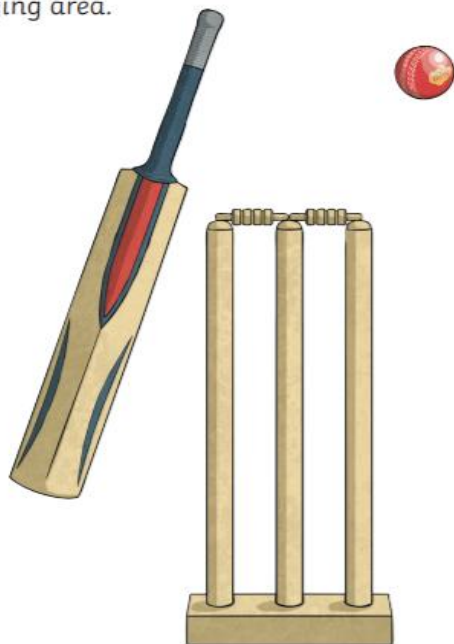


Cricket is one of the most popular games in the world with billions of fans in the UK, Australia, New Zealand and many other countries.

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The Cricket Pitch

- Place your wickets between 10 and 20 metres apart (professional cricket players use 20 metres).
- Make sure your wickets are in line with each other.
- Place some cones two to three paces in front of your wickets to show where your crease would be.
- Make a coned boundary around the edge of your playing area.





Positions in Cricket

To play cricket, you need the following things:

The person who bowls the ball is the **bowler**.

The batsman who is facing the bowler is called the **striker**.

The other batsman, who stands near the bowler at the far side of the pitch from the striker, is called the **non-striker**.

Finally, the fielding team member who stands behind the wickets at the striker's end of the field is called the **wicketkeeper**.

The other members of the fielding team are called **fielders**.

Cricket Rules – Kwik Cricket/Continuous Cricket

Kwik cricket (or continuous cricket) is a fantastic version of cricket suitable for younger or beginner players.

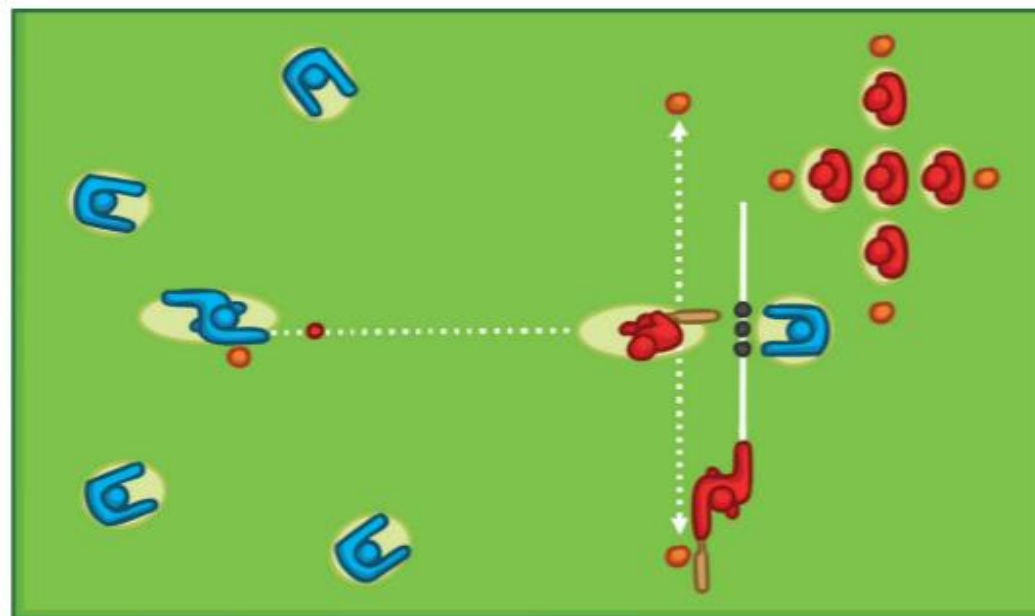
It is the umpire's job to make sure that the cricket match is played fairly. The umpire has two roles. The first is to keep score (counting up the runs on the score sheet). The second is to make sure that all players stick to the rules of the game. It's not always easy to interpret the rules. Here's a quick guide to the rules for diamond cricket.

The Team


A team can have any number of players (just make sure that each team has the same number of players). This is a great game for small groups.

Length of Game


Games usually last for two innings of a set number of 'overs' (6 balls in 1 over, then change bowler). An innings starts with the first bowl and ends when all the batters are out. You can adapt this number for fun games, so long as you keep the number fair for both teams. Use our Cricket Score Sheet to help. You can complete a timed innings if time is tight.



 Batting Team

 Fielding Team

 Wickets

 Cone



1



1



1



3



6+



18-20
mins



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How to Play

Divide into two equal teams. Only one player can bat at one time; the remaining batters wait in a safe area ready to come on and bat (you can adapt this game to suit two batters facing each other's wicket). Bring on a new batter each time a batter is out. Retire any batters who are scoring lots of runs so that everyone gets a chance to bat.

Fielders spread out. It is a good idea to have a fielder at the wicket (as a wicket keeper).

The bowler stands at the bowling cone (or wicket) and bowls a straight-arm bowl to the wicket, where the batter is waiting. The batter **has to** run to one of the cones on either side of him/her on each good ball. This is what makes the game exciting. The fielders try to get the batter out by catching them out or by throwing the ball to the bowler, who bowls at the wicket or the wicket keeper. The bowler can keep bowling at the wicket, and the batter keep running, until the batter is out and the next batter steps up.

Batters should hit the ball as far and hard as possible to give them the best chance of getting runs. Encourage them to aim for gaps left by the fielding team to buy more time for running to score!

Scoring

A batter scores a run if they:

- Hit the ball and make it to a cone and back safely.

When there are no more batters left, the two teams switch over.

Getting Batters Out

A batter is 'out' if a fielder catches the ball that they hit, if the bowled ball hits their wicket before they hit it or if they hit their own wicket with their bat.

Winning the Game

Add up the runs for each team at the end of each innings. The winning team is the one with the most runs. Ask the team members to congratulate each other at the end of the game, shake hands and choose a 'player of the match' from the other team.



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Cricket Rules

It is the umpire's job to make sure that the cricket match is played fairly. The umpire has two roles. The first is to keep score (counting up the runs on the score sheet). The second is to make sure that all players stick to the rules of the game. It's not always easy to interpret the rules. Here's a quick beginner's guide to the rules for cricket.

The Team

A team can have any number of players (just make sure that each team has the same number of players).

Length of Game

Games usually last two innings of a set number of 'overs' (6 balls in 1 over, then change bowler). An innings starts with the first bowl and ends when all the batters are out. You can adapt this number for fun games, so long as you keep the number fair for both teams. Use our Cricket Score Sheet to help. You can complete a timed innings if time is tight.





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How to Play

Divide into two equal teams. Only two players can bat at one time; the remaining batters wait in a safe area ready to come on and bat. Switch batters each time a batter is out. Retire any batters who are scoring lots of runs so that everyone gets a chance to bat.

Fielders spread out. It is a good idea to have a fielder at each set of stumps (as wicket keepers).

The bowler stands at the cone/wicket and delivers a straight arm bowl to the wicket where the batter is waiting. The Batter **chooses whether or not to** run to the wicket facing them, along with their fellow batter at the other wicket. The fielders try to get the batter out by aiming the ball at the wicket while he or she is running to it or by catching him/her out.

Batters should hit the ball as far and as hard as possible to give them the best chance of getting a run. Encourage batters to aim for gaps left by the fielding team.

Scoring

A batter scores a run if they:

- Hit the ball and make it to the other wicket safely (1 run).
- Hit the ball over the boundary with a bounce before it reaches the boundary (4 runs).
- Hit the ball straight over the boundary without a bounce (6 runs).

When there are no more batters left to come in, the two teams switch.

Getting Batters Out

A batter is 'out' if a fielder catches the ball that they hit, if the bowled ball hits their wicket before they hit it, if they hit their own wicket with their bat, or if a fielder hits the wicket with the ball while the batter is running between wickets.

Winning the Game

The winning team is the one with the most runs. The umpire should be keeping score of the runs during the match. Ask the team members to congratulate each other at the end of the game, shake hands and choose a 'player of the match' from the other team.



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Getting the Batsman “Out”

The aim of the bowler is to take the batsman out. There are many ways a batsman can be out:

- The batsman hits the ball but one of the fielders catches the ball in the air before it hits the ground.
- The batsman is out bowled if a delivery hits the stumps and dislodges a bail.
- The batsman will be dismissed leg before wicket (lbw) if the ball hits the batsman in line with the stumps behind him, and the umpire believes that the ball would go on to hit the stumps.
- If the batsman accidentally hits the wickets behind him, he is out.

Umpire Hand Signals

Use the images below to help you perfect your umpiring skills. Try them out in a warm-up and look out for them during the game. Even if you can't hear the umpire, you should be able to understand most of her or his decisions based on the signals that he or she uses.



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Out

When a batter is caught out or stumped out.

Four

When a batter hits the ball and it bounces over the boundary, scoring an immediate 4 runs for the batter's team.



One Short

When a batter doesn't touch the ground behind a crease before turning to run back to the other wicket (this also deducts a run).



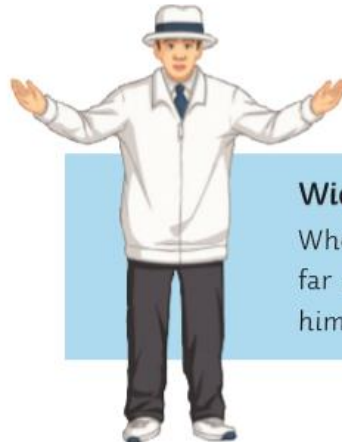
New Ball

When a new ball is needed. This is used mainly in test matches but you may need a new ball in your games, too.



Six

When a batter hits the ball and it sails over the boundary without bouncing, scoring an immediate 6 runs for the batter's team.



Wide Ball

When the ball is bowled too far away from the batter for him/her to be able to hit it.



No Ball

When the bowler steps over the crease during the delivery of the ball.

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