

This simple cricket game is an excellent way to introduce the basic concepts of cricket – batting, bowling and fielding.

## What you need

- Any flat indoor or outdoor space appropriate to the size of the group. (See illustration)
- Kwik cricket equipment or alternatives; for example, selection of lightweight bats, a variety of balls of different size and density and skittles or cones for the wickets.

## How to play

In pairs cricket two batters play together as a team against all the other players who are fielders.

- Each pair plays for two overs.
- Players start with 200 runs and lose 5 each time they are 'out'.
- Each two overs another pair become batters. Fielders rotate every two overs to a different fielding position.

### Scoring

- Batters score runs by striking the ball with the bat and moving between wickets to score a run. Batters score one run each time they get from one wicket to the other before the ball is fielded.

### Fielding

- The fielders can get the batters out by:
  - catching a hit ball before it touches the ground.
  - hitting or touching the stumps (wickets) with the ball before the batter reaches their crease (safety).
- The pair who score the most runs in two overs win the game!

## Think about

- Batters – the best places to hit the ball to score; Fielders – how can you position yourselves to get the ball back to the stumps quickly?



*Use the STEP model to modify this game:*

## Space

- The gaps between the fielders can be increased (easier to score for the batter) or decreased (more challenging for the batter).
- The distance between the wickets can be reduced for some players; this could be an additional marker placed halfway; a non-disabled partner can run the full distance.

## Task

- Batters can strike the ball from a tee (or modified cone) instead of a moving (bowled) ball.
- Instead of running, batters can score by hitting the ball into scoring zones (e.g. two markers making a gate); fielders are positioned further back – no standing in front the gates – and move to intercept.

## Equipment

- Some players may prefer to use a smaller bat; for example, a player hitting one-handed off a tee.
- Players who have an impaired or absent grip can use a glove-bat or alternative means of attaching the bat to their hand or arm.
- A bell or rattle ball can be used to assist vision impaired batters or fielders (ball must bounce on delivery or hit from a tee).

## People

- Fielders who have mobility or vision impairments can work with a buddy; e.g. a wheelchair user can block the ball for a buddy to pick up and throw to the stumps. Or a sighted partner can field the ball and give it to a vision impaired buddy who throws the ball in; a caller can be positioned behind the stumps to assist with targeting the throw.
- In smaller groups, batters can play individually; everyone else fields.

## Safety

- Ensure fielders are positioned to enable them sufficient reaction time (not too close to the batter).
- Make sure that the playing area is free from clutter.

## How to improve

Use a controlled batting action to strike the ball rather than a wild swing; start with a static ball on a tee and progress towards a moving ball.

## Integrity

Whatever modifications are used, maintain the integrity of the game. Avoid modifying a game to the point where it no longer resembles the original.

## Links

For more information about cricket for all abilities, visit:  
<https://www.ecb.co.uk/england/disability>

## Extension game – Cricket Rover

- Instead of running between stumps, the batter runs to a safe zone where they can wait (two runs) while their partner comes into bat, or run back to the wicket (to score two runs). The fielders get them out by touching the stumps with the ball while the batter is between the wicket (stumps) and the safe zone. The distance to this zone can be varied depending on the mobility of the batter.