

Skills and Techniques:

→ **Hand-Eye Coordination:** one of the most important skills of the game of cricket is to possess strong hand-eye co-ordination

→ **Batting:** Batting involves protecting the wickets and being able to score runs.

→ **Bowling:** Bowling is a way to prevent runs and aim to take wickets by hitting the stumps or making the batter make a mistake.



Rules:

→ Two teams, play an innings of batting and bowling.

→ When one team is batting, try and score as many runs as they can by hitting the ball around a set boundary.

→ The bowling team can get the batsmen out by hitting the stumps or catching the ball.

→ Once the batting team is all out, the teams swap over and they then become the bowling side.



Positions:

→ **Wicketkeeper:** The wicket keeper stands behind the batsman, and is responsible for catching the ball in their gloves if the batsman edges, misses or leaves the ball.

→ **Point:** Fielding position square of the wicket on the off side of the batsman.

→ **Mid-off:** Fielder should be positioned just a bit wider than straight on the off side of the field.

→ **Mid-on** is the same position as mid-off on the on side.

→ **Cover:** Fielding position is just in front of square on the off side.

→ **Square leg:** The fielder is located square of the wicket on the leg side of the field.

→ **Mid-wicket** is a position in front of square on the leg side of the batsman

→ **11 players in team.**

Scoring System:

→ One run is scored each time the batsmen cross and reach the set of stumps at the other end of the pitch.

→ Four runs can be scored if the ball reaches the perimeter of the field

→ Six runs if it crosses the perimeter without bouncing.

Key Words:

Wicket Keeper
Batsman
Bowler
Long Barrier
Hand eye co-ordination
Catch
Stumps
Seam
Leg before wicket
Over
Spin
Umpire

Tactics:

→ **Fielding:** Place players in positions where the batsman may give a catch, to a fielder and to save runs or to block the path of the ball from the batsman's scoring strokes Backing up the ball from a fielders throw.

→ **Bowling:** The location varies with the pace of the bowler, the state of the pitch, and the reach and technique of the batsman. The second is the direction. On this foundation a bowler may elaborate with variations of spin bowling

→ **Batting:** A forward stroke in which the batsman advances his front leg to the pitch of the ball and plays it in front of the wicket. This is the best way to score runs with control.

Skills and Techniques:

→ **Fielding:** Backstop throwing the ball straight to first to stump the player out. The fielding team Throwing the ball ahead of the scoring batter to prevent them getting more points. Place a fielder in the position 'the slips' to the right of the bowler for any balls.

→ **Batting:** Needs power and speed. This is a very important skill to possess during rounders, as it's the easiest way to score

→ **Bowling:** You must bowl underarm. Start with your arm back. As you bring your arm forward step into the bowl using the opposite foot to your bowling hand. The ball must be bowled below the head and above the knee.

Rules:

→ Teams can be a minimum of 6 players and a maximum of 15 players.

→ 9 players are on the field for each team at any one time. One team bats while the other team fields and bowls.

→ The bowler bowls the ball to the batter, who hits the ball anywhere on the Rounders pitch.

→ The batter then runs to as many posts as possible before the fielders return the ball to touch the post the batter is heading for.



Positions:

→ **Batter** hits the ball in order to achieve point for their team.

→ **Bowler** the bowler bowls the ball to the batter who hits the ball forward on the Rounders Pitch.

→ **Backstop** The backstop guides the bowlers ball to the batter and receives the ball if the batter hits it backwards. The backstop will walk to the backline and throw the ball to bowler or to 2nd post fielder.

→ **Base players** To prevent the batter scoring 1/2 rounder at 2nd base and a full rounder on 4th base by catching the ball and stumping the post before the batter reaches it.

→ **Fielders** have to catch or gather the ball to the nearest post player who has to touch the post with the ball.



Scoring System:

→ If the batter reaches the 2nd or 3rd post in one hit, the batting team scores ½ Rounder. If the batter reaches 4th post in one hit, the batting team scores a Rounder.

→ A batter is out if the fielding team catch the ball hit by a batter before it touches the ground **or** by touching the post the batter is running to with the ball before the batter reaches it.

→ If the runner reaches the 4th post on a no ball, the batting team scores 1 rounder. The batter cannot be caught out.

→ 1/2 rounder scored if the 4th post is reached without the batter hitting the ball.

→ If the ball goes into the backward area the batter must stay at the 1st post until it reaches the outward area.

→ If the batter incurs 2 no balls in a row then a penalty 1/2 rounder is given to the batting team.

Key Words:

Batting
Bowling
Deep
Fielding
Obstruction
Power
Accuracy
Throwing
Catching
Umpire
Stumping
No ball
Hitting
Running
Out
Rounder
Barrier



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Key Skills

Forehand: A groundstroke played with the front of the hand facing the ball.

Backhand: A groundstroke played with the back of the hand facing the ball.

Serve: The shot used to start a point, hit from behind the baseline into the opponent's service box.

Volley: A shot played before the ball bounces, typically near the net.

Overhead Smash: A powerful shot executed above the head, often used to return lobs.

Rules of Play

- Players must serve from behind the baseline, alternating sides after each game.
- The ball must land within the opponent's court boundaries.
- A let serve (touching the net but landing in the correct service box) is retaken.
- Players change ends of the court after every odd-numbered game in a set.

Key Vocabulary

Accuracy
Aim
Ace
Backhand,
Baseline
Coordination
Fault,
Forehand
Officiating
Preparation,
Ready position
Serve
Smash,
Speed
Tramlines
Volley,
Umpire

Tactics & Strategies

- Baseline Play:** Consistent groundstrokes to control rallies.
- Net Play:** Approaching the net to execute volleys and smashes.
- Serve and Volley:** Serving and immediately moving to the net to intercept the return.
- Placement:** Hitting the ball to areas of the court that are difficult for the opponent to reach.

Key Areas:

Baseline
Service boxes
Sidelines
Centre service line

Scoring System

Points:
0 = Love
15
30
40
Game

Games: A player must win at least four points to win a game, with a two-point advantage.

Sets: A set is won by the first player to win six games, with at least a two-game lead.

Match: Typically played as best of three or five sets

Court Layout

Dimensions:
Singles: 23.77m x 8.23m
Doubles: 23.77m x 10.97m