

# \* ACTIVITY PAIRS CRICKET

## **FOCUS:**

BATTING, BOWLING, FIELDING, GAME SENSE

**DURATION:** 20 MINUTES MAX.

#### **EQUIPMENT:**

1 RUBBER BALL, 2 BATS, 2 SETS OF STUMPS, CONES OR ROPES TO MARK BOUNDARIES



#### **DESCRIPTION:**

- Optional area size.
- ➤ Set up stumps 9 12 yards apart. Suit the skill ability level of the participants.
- Organize players into pairs and number each pair.
- Maximum 8 per group (2 batting, 4 fielding, 1 bowling and 1 wicket keeper).
- ► Each pair bats in turn for 12 balls.
- Each pair bowling/keeper pair bowls 12 balls (6 each).
- ▶ Those not batting or bowling are fielding.
- ▶ Batters can be 'out' caught or run out only.
- If batters go out they do not score from that attempt however they continue to bat.
- When each pair has batted a 2nd innings can begin.
- Highest scoring pair wins.

## **MAKE IT EASIER:**



- ▶ Bowl underarm
- ▶ Use scorcher balls

### **MAKE IT HARDER:**



- ► Add in hitting zones for the batters
- ▶ Add in being bowled as a way of getting out



