



KEY STAGE 3

CRICKET BASIC RULES & SKILLS

Big Picture: To Develop Key Knowledge and Understanding of the Basic Rules and Skills in Cricket



Basic Rules

Objective of Cricket

The objective of cricket is to score more runs than the opposing team by batting and bowling. Each team takes turns batting and bowling, and the team with the highest total runs at the end of the match wins.

Players & Equipment

Cricket is played between two teams, each consisting of eleven players. The players are divided into batsmen, bowlers, and fielders.

Batsmen

The two batsmen are on the field at the same time, and their objective is to score runs by hitting the ball with a cricket bat.

Bowlers

The bowlers deliver the ball to the batsmen from one end of the pitch. The objective of the bowlers is to take wickets by getting the batsmen out in various ways.

Fielders

The remaining players in the team are fielders, whose objective is to stop the ball and prevent the batsmen from scoring runs. They can also take wickets by catching the ball, running out the batsman, or hitting the stumps with the ball.

Equipment

The equipment used in cricket includes a cricket ball, a cricket bat, and wickets. The wickets consist of three wooden stumps and two bails that are placed on top of the stumps. In addition to these basic pieces of equipment, players wear protective gear, such as helmets, gloves, and pads, to protect themselves from injury while playing. The fielders also wear a uniform, while the batsmen wear protective gear and a uniform that distinguishes them from the rest of the team.

Scoring

A run is scored each time the batsmen complete a run from one end to the other. If the ball is hit out of the field without touching the ground, six runs are awarded to the batting team. If the ball bounces before crossing the boundary rope, four runs are awarded to the batting team. The batting team can also score runs through "extras," which are awarded to them for the fielding team's errors. Extras include no-balls, wides, byes, and leg byes. The team with the highest score at the end wins the match.

Batting Skills

Grip

The grip on the bat is very important in cricket. The grip should be firm, yet relaxed, and the hands should be close together on the handle.

Stance

The stance is the position in which the batsman stands at the crease. The stance should be comfortable and balanced, with the feet shoulder-width apart and the weight evenly distributed.

Footwork

Good footwork is essential in cricket batting. The batsman must be able to move quickly and efficiently to get into position to play the ball.

Shot Selection

The batsman must have good shot selection, which means choosing the right shot for the right ball. This requires good judgement and an understanding of the game situation.

Timing

Timing is crucial in cricket batting. The batsman must be able to time the ball well to get it to go where they want it to go.

Patience

Patience is important in cricket batting. The batsman must be willing to wait for the right ball to come along and not try to hit every ball.

Concentration

Concentration is key in cricket batting. The batsman must be able to focus on the ball and block out distractions.

There are several different batting shots in cricket that a batsman can use to score runs:

Drive: The drive is a classic cricket shot, played by hitting the ball along the ground with a straight bat. It is often played to a ball that is pitched up.

Cut: The cut shot is played by hitting the ball to the offside with a horizontal bat. It is often played to a short or wide ball.

Pull: The pull shot is played by hitting the ball to the leg side with a horizontal bat. It is often played to a short ball that is directed towards the body.

Hook: The hook shot is like the pull shot, but it is played to a ball that is directed towards the head or shoulders of the batsman.

Sweep: The sweep shot is played by hitting the ball to the leg side with a horizontal bat. It is often played to a ball that is pitched on or outside the leg stump.

Reverse sweep: The reverse sweep is a variation of the sweep shot, played by hitting the ball to the off side with a horizontal bat. It is often played to a ball that is pitched on or outside the off stump.

Bowling Skills

Bowling skills are crucial in the game of cricket as they play a significant role in determining the outcome of a match. Some essential bowling skills in cricket include:

Pace

The ability to bowl fast and generate significant speed is essential for a fast bowler. Bowlers who can bowl at high speeds can generate more bounce and swing, which can make it difficult for the batsman to score runs.

Swing

The ability to swing the ball in the air is a crucial skill for bowlers. It can make the ball more difficult to hit and can create opportunities for the bowler to take wickets.

Spin

Spin bowling is a skill that involves imparting spin on the ball to make it turn when it bounces. Spin bowlers can create deception and confusion for the batsman, making it more challenging to hit the ball.

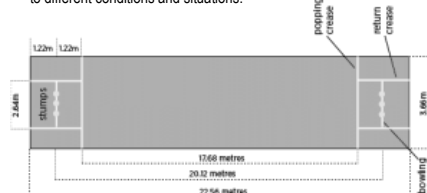
Accuracy

Bowling with accuracy is essential to maintain pressure on the batsman and force them to make mistakes. It involves consistently bowling in the right areas, hitting the right length, and maintaining a good line.

Variations

Bowlers who can bowl different variations, such as slower balls, bouncers, and yorkers, can be very effective in disrupting the rhythm of the batsman and taking wickets.

Overall, good bowling skills in cricket require a combination of pace, swing, spin, accuracy, and variations, and the ability to adapt to different conditions and situations.



Fielding Skills

Fielding is an essential aspect of cricket as it can impact the outcome of a match. Some critical fielding skills in cricket include:

Catching

Catching is one of the most critical fielding skills in cricket. A good fielder should be able to take catches cleanly and comfortably, whether standing, diving or jumping.

Ground Fielding

Ground fielding involves stopping the ball, picking it up, and throwing it back to the wicket-keeper or the bowler. Good ground fielding can save valuable runs and put pressure on the batsman.

Throwing

Throwing is a vital fielding skill that can create opportunities for run-outs or stumpings. A good thrower should be able to throw the ball accurately and with speed.

Agility

Fielders need to be agile and quick on their feet to cover ground and chase down the ball. They should be able to move quickly and change direction with ease.

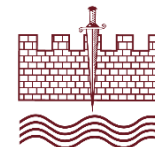
Communication

Communication is essential in cricket, especially in the field. Fielders should communicate well with their teammates, calling for catches or run-outs and keeping each other informed of the fielding positions.

Diving

Diving is a skill that can make a significant difference in the field. A good fielder should be willing to put in the effort to dive and stop the ball, which can prevent runs and create opportunities for dismissals.

Overall, good fielding skills in cricket require a combination of catching, ground fielding, throwing, agility, communication, and diving. Fielders should be able to work well as a team and be prepared to put in the effort required to make a difference in the field.



KEY STAGE 3

HOMEWORK / SUPPORT / UNDERSTANDING

The key questions, key vocabulary & assessment level guidance below can all be used for Homework/Home learning on this topic

Key Questions

What are the basic rules of cricket?

What are the various fielding positions?

What is the role of the umpire?

What are the different ways of scoring runs?

What are the different formats of cricket?

How is the game scored?

What are the different types of dismissals in cricket?

Why is the batting order important?

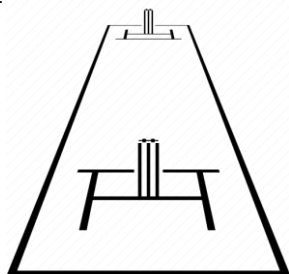
How do players train for cricket?

What does 'LBW' stand for?

What is 'bye'?

What is a 'leg bye'?

How does a player score a '6'?



Key Vocabulary

Appeal – An act of requesting the umpire to make a decision on a particular incident on the field.

Batting – The action of hitting the ball with the bat to score runs.

Boundary – A shot played by the batsman that reaches the boundary rope or fence, resulting in four or six runs.

Bowling – The action of delivering the ball to the batsman from the bowler's end of the pitch.

Duck – A term used to describe a batsman who is dismissed without scoring any runs.

Fielding – The action of defending and retrieving the ball while the other team is batting.

Innings – The period during which one team bats or bowls until their innings is complete.

LBW – Leg Before Wicket - a dismissal where the ball hits the batsman's leg, preventing it from hitting the wicket.

Maiden over – An over in which the bowler does not concede any runs.

Over – A set of six deliveries bowled by a single bowler.

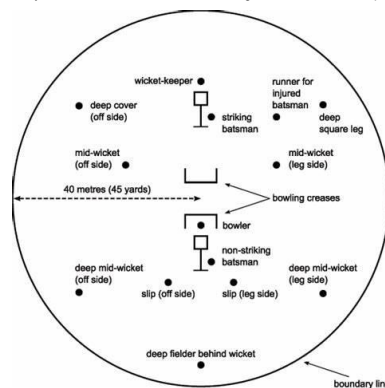
Runs – The unit of scoring in cricket, awarded when the batsman hits the ball and runs to the opposite wicket.

Spin bowling – A type of bowling where the ball spins in the air or off the pitch after it is bowled.

Umpire – The officials responsible for making decisions on the field, including decisions on runouts, catches, and LBWs.

Wicket – The set of stumps and bails that the batsman defends.

Yorker – A delivery that is bowled with the aim of hitting the base of the stumps.



Assessment Levels

Grade 3

- Recall two fielding positions in cricket.
- Remember five rules.
- Understand two or more ways of getting out.
- Recall the teaching points for the batting stance.
- Recognise how to play the drive shot effectively.
- Recall and apply how to catch effectively.
- Recall the basic footwork of the drive shot.

Grade 4

- Successfully catch the ball in a game.
- Understand the different fielding positions within the game.
- Be able to drive the ball into an open space.
- Be able to execute/apply simple bowling.
- Know most of the rules associated with the game and can discuss basic tactics.
- Apply good technique when performing the various types of shots.

Grade 5-6

- Analyse your own technique or a peer's technique in skills (catching, driving, bowling).
- Evaluate: Know what type of shot should be used in different situations, be able to demonstrate this.
- Apply/evaluate different choices of shots within a game situation.
- Combine skills effectively with consistent precision, control, and fluency.
- Apply skills and techniques accurately in pressured situations.

Grade 7-9

- Be able to effectively bowl at an opponent in a competitive game situation.
- Be able to consistently use advanced skills in game play.
- Can adapt "their game" to suit their opposition's weaknesses.
- Have a very good understanding in the field for attacking and defending.
- Can develop practices in training sessions confidently.
- Can assess and improve other pupil's performances.