

## Continuous Cricket

**Graded Level Appropriateness:** 5 – 6

**Time Constraints:** 30 minutes

**Standards Addressed:**

- Send, receive, dribble, and shoot in game-like practice using appropriate critical elements.
- Strike an object (with hand or implementation) in game-like practice using appropriate critical elements.
- Strike and field an object (with foot, hand, or implement) in game-like practice.

**Equipment Needed:**

- Six Cones
- One Australian Football

**Directions:**

- The game is played in 2 teams and each team takes a turn at bat continuing until all players are dismissed.
- The ball is bowled underarm at the wicket.
- Each time a hit is made the batter must run.
- To score a run the batter must go around one of the two turning points and back to the crease (line he or she bats from).
- When the ball is stopped by the fielding team, it is quickly thrown back to the bowler who may bowl again immediately even if the batter is not back to the crease.
- A batsman may be bowled out, L.B.W. (leg before wicket), or caught out.
- When a batter is dismissed, the next batter must get to the crease quickly as the bowler is allowed to bowl again as soon as he is ready.
- The essence of the game is continuous action and fielding team should not allow any batsmen to have rests between deliveries.
- Constant changes should be made to those occupying the positions of bowler and wicket keeper.

**Assessment:** Officiating the game & making sure everyone understands the rules and participates.