



Softball Cricket for SGOs

SEND

What's unique about Softball Cricket?

Softball Cricket is a flexible, accessible format that can be played indoors or outdoors, adapting easily to whatever space a school has available. Played with a soft ball, it's safe, easy to pick up, and welcoming to players at any level — a game for everyone to enjoy, whatever level of competition they feel comfortable at.

There are four formats, so schools can choose the right fit for their pupils. Pairs Cricket and Non-Stop Cricket suit secondary-aged pupils; Continuous Cricket and Four Bats suit primary-aged pupils. All four are fully accessible and used within SEND settings, with rules adapted as needed.

Key features

- Fully inclusive, with adaptations to meet a wide range of needs
- Team-based gameplay that builds social connection and confidence
- Same core kit works across all four formats — no need for different equipment per format
- Provides a pathway to regional and national competition through the Lord's Taverners, culminating in the Softball Cricket National Final
- Encourages leadership and officiating roles for young people.

What is the intent of your format



Build social skills and connections (i.e. sense of belonging)



Develop leadership, character, life skills

Softball Cricket is a team-based, inclusive format that helps young people build social skills and a sense of belonging. Players communicate, cooperate and support one another while batting, bowling and fielding, with adaptable roles ensuring everyone can make a meaningful contribution. Young people can also take responsibility as captains, scorers, umpires or buddies, developing confidence, leadership, empathy, decision-making and respect for others.

It's just not Softball Cricket if you...

1

Remove the team element — it's a game built on cooperation and shared success

2

Take away the adaptations — the inclusive design is central to the format

3

Don't celebrate effort, respect and teamwork — the spirit of the game matters most



SEND

Softball Cricket is suitable for all young people and can be adapted to include pupils with a wide range of SEND. Using soft equipment, adjustable distances, different feeding methods, flexible roles and an appropriate level of challenge helps remove barriers and enables everyone to contribute. The mixed, team-based format supports both boys and girls to participate together in a welcoming environment. Young people can develop coordination and cricket skills, communication, teamwork, confidence, resilience and a sense of belonging. They can also build leadership, decision-making and empathy through roles such as captain, scorer, umpire or buddy.



Softball Cricket for SGOs

SEND

How to run inter-competition: Continuous Cricket (KS2)



How to set up

- Choose a flat indoor or outdoor space and mark the batting area, running gates and safe fielding zone with cones
- Split the class into batting and fielding teams
- The session leader acts as a neutral bowler and controls the timing
- Each batter has one hit, runs through the gates and rejoins the team
- Swap teams after the agreed time, or rotate teams through short matches.



Age group

KS2 (7-11 years old)



Gender

Mixed



Participant numbers

8–30 young people.

Split the class into two equal teams. For larger classes, create two smaller games or use short timed innings so pupils rotate quickly between batting, fielding, scoring and officiating.



Target audience

Continuous Cricket is particularly suitable for primary-aged pupils, including those who are new to sport, less confident or have SEND. The group is divided into batting and fielding teams, while the session leader bowls and controls the pace of the game. This provides a clear and predictable structure, reduces the pressure on individual pupils and keeps waiting time to a minimum.

Every young person has a defined role and contributes to the team, helping them develop communication, cooperation, confidence, coordination and a sense of belonging. The pace, delivery and distances can also be adapted so that pupils experience an appropriate level of challenge and success.



Benefits for YP

Through Softball Cricket, young people will:

- Develop transferable skills — coordination, communication, and tactical thinking
- Experience success regardless of ability
- Learn about fairness, respect, and teamwork
- Be physically active in a safe and engaging way
- Have fun and enjoy themselves
- Become more determined and demonstrate resilience
- Learn to develop self-control and manage emotions
- Win with pride and lose with grace
- Aspire to improve and challenge themselves.



Roles for YP

Young people can be:

- **Scorers:** Record runs and wickets
- **Umpires:** Oversee play, ensure fairness and safety
- **Buddies:** Support setup, timing, and team rotations

These roles build confidence, leadership, and empathy — helping young leaders to champion inclusion in their schools.



Progression

Progression from local competitions is into county-wide competitions, led by the local Disability Cricket Development Officer. The Lord's Taverners then run regional competitions, culminating in the Softball Cricket National Final.





Softball Cricket for SGOs

SEND

How to run inter-competition: Four Bats (KS2)



How to set up

- Choose a flat indoor or outdoor space and mark the batting line, running cone, wicket and safe fielding zone
- Split the class into batting and fielding teams
- Start the batting team with four bats or lives
- Each pupil faces one ball, runs around the cone and passes the bat to the next player
- A caught or bowled dismissal loses a bat
- Swap teams when all bats are lost or after the agreed time; for inter-school play, use short rounds and record each team's score.



Age group

KS2 (7-11 years old)



Gender

Mixed



Participant numbers

8–30 young people.

Split the class into two equal teams. For larger classes, run more than one game or use short timed rounds. Increase or reduce the number of bats or lives to match the team size and pupils' needs.



Target audience

In Four Bats, the batting team shares a set number of “lives” represented by the bats. This creates shared responsibility and encourages players to support one another rather than focusing only on individual performance. It can help young people develop teamwork, communication, resilience and an understanding that their contribution affects the whole team. The number of lives can also be increased to provide an appropriate level of challenge and help every young person experience success.



Benefits for YP

Through Softball Cricket, young people will:

- Develop transferable skills — coordination, communication, and tactical thinking
- Experience success regardless of ability
- Learn about fairness, respect, and teamwork
- Be physically active in a safe and engaging way
- Have fun and enjoy themselves
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These roles build confidence, leadership, and empathy — helping young leaders to champion inclusion in their schools.



Progression

Progression from local competitions is into county-wide competitions, led by the local Disability Cricket Development Officer. The Lord's Taverners then run regional competitions, culminating in the Softball Cricket National Final.





Softball Cricket for SGOs

SEND

How to run inter-competition: Pairs Cricket (KS3 & 4)



How to set up

- Choose a flat indoor or outdoor space and mark a pitch of up to 15 yards, adapting it to the group
- Keep fielders a safe distance from the batter
- Split pupils into teams and pairs
- Each pair bats for an agreed number of balls while the fielding team bowls and fields in rotation
- For inter-school play, shorten innings and record each team's score.



Age group

KS3 (11-14 years old)
KS4 (14-16 years old)



Gender

Mixed



Participant numbers

8-a-side, batting in pairs. Every bowler bowls an over, so 8 overs per team.



Target audience

Pairs Cricket is our main competitive format for secondary-aged young people, with progression from local and county competition to regional and national events. Batting in pairs gives players shared responsibility and peer support, helping to reduce individual pressure while developing communication, cooperation and tactical decision-making.

Each player also bowls, fields and contributes to the team score, building confidence, resilience and an understanding of their role within a team. Equipment, pitch length, delivery style and scoring can be adapted so that young people with a range of SEND can participate meaningfully and experience appropriate challenge and success.



Benefits for YP

Through Softball Cricket, young people will:

- Develop transferable skills — coordination, communication, and tactical thinking
- Experience success regardless of ability
- Learn about fairness, respect, and teamwork
- Be physically active in a safe and engaging way
- Have fun and enjoy themselves
- Become more determined and demonstrate resilience
- Learn to develop self-control and manage emotions
- Win with pride and lose with grace
- Aspire to improve and challenge themselves.



Roles for YP

Young people can be:

- **Scorers:** Record runs and wickets
- **Umpires:** Oversee play, ensure fairness and safety
- **Buddies:** Support setup, timing, and team rotations

These roles build confidence, leadership, and empathy — helping young leaders to champion inclusion in their schools.



Progression

Progression from local competitions is into county-wide competitions, led by the local Disability Cricket Development Officer. The Lord's Taverners then run regional competitions, culminating in the Softball Cricket National Final.





Softball Cricket for SGOs

SEND

How to run inter-competition: Non-Stop Cricket (KS3 & 4)



How to set up

- Choose a flat indoor or outdoor space and mark the batting crease, wicket, running point and safe fielding area
- Split pupils into batting and fielding teams
- A batter continues until out or after an agreed number of balls
- The bowler gradually increases the challenge, while fielders return the ball quickly
- For inter-school play, use timed rounds so every pupil has a turn.



Age group

KS3 (11-14 years old)
KS4 (14-16 years old)



Gender

Mixed



Participant numbers

An individual-focused format. A batter keeps batting until they're out, with the bowler gradually increasing the difficulty of each delivery as the innings goes on — testing the batter's improving eye and technique.



Target audience

Non-Stop Cricket is particularly suitable for secondary-aged young people, including those who are new to cricket, less confident or have SEND. Its individual batting focus gives each player time to practise and demonstrate their skills, while the gradually increasing difficulty provides a clear, personalised challenge.

Adaptations to the delivery, equipment, running distance and number of missed balls allowed can help every player experience progress and success. The format can develop hand-eye coordination, striking and movement skills, concentration, confidence, resilience and the ability to manage pressure. Fielders also work together to return the ball quickly, supporting communication and teamwork.



Benefits for YP

Through Softball Cricket, young people will:

- Develop transferable skills — coordination, communication, and tactical thinking
- Experience success regardless of ability
- Learn about fairness, respect, and teamwork
- Be physically active in a safe and engaging way
- Have fun and enjoy themselves
- Become more determined and demonstrate resilience
- Learn to develop self-control and manage emotions
- Win with pride and lose with grace
- Aspire to improve and challenge themselves.



Roles for YP

Young people can be:

- **Scorers:** Record runs and wickets
- **Umpires:** Oversee play, ensure fairness and safety
- **Buddies:** Support setup, timing, and team rotations

These roles build confidence, leadership, and empathy — helping young leaders to champion inclusion in their schools.



Progression

Progression from local competitions is into county-wide competitions, led by the local Disability Cricket Development Officer. The Lord's Taverners then run regional competitions, culminating in the Softball Cricket National Final.





Softball Cricket for SGOs

SEND

Additional support

Softball Cricket is a fully inclusive sport. To support you to adapt your practice, check out the [SEND Inclusion Toolkit](#) co-created by Youth Sport Trust and the National Disability Sports Organisations (NDSOs) who are the leading experts within inclusive sport. They provide advice, support, and opportunities for people of all ages with specific impairments. [The toolkit](#) provides you with an introduction to each special educational need and disability, key top tips for creating an inclusive environment and signposting to further training and development opportunities within each NDSO. It will help you adapt any practice in addition to our suggestions to make it inclusive for all.

Physical Literacy

We have designed these formats with physical literacy at their heart. We want all young people to have a positive experience with physical activity from an early age. As far as possible, we've considered opportunities for young people to move, think, feel and connect through our activities, and given you suggestions to make adaptations. But, if they don't work for you and your young people, then use the THRIVE principle to remove barriers, make changes and give ownership to your young people to have a positive experience with the activities to see their true value.

For further support, look to the Physical Literacy Enactment Guide - Community, which can be found by [clicking here](#), and going to the "Getting Started" guide section to download it.

NGB regional contacts

If you require additional support to set up and run a Table Cricket event, contact:

- Lord's Taverners Programme Team by clicking [this link](#).
- Local Disability Cricket Development Officer: Find Super 1s Near You by clicking [this link](#).

Personal development

- The National Partner for Table Cricket is Lord's Taverners.
- For support and resources visit our dedicated web page by clicking [this link](#).
- Training and equipment are available through the Lord's Taverners and County Cricket Boards. To find out more contact the Programme Team by clicking [this link](#).

Where to participate next?

- For county and regional competitions, contact your local County Cricket Board.
- For further participation opportunities contact your Local Disability Cricket Development Officer: Find Super 1s Near You by clicking [this link](#).

Where to compete next?

- Schools can progress from local School Games Table Cricket Festivals to county and regional competitions. These lead towards the annual Lord's Taverners National Table Cricket Finals — providing an exciting, aspirational pathway for pupils of all abilities.





Softball Cricket for Schools

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Why Softball Cricket for your school?

Softball Cricket gives schools a simple, flexible and inclusive way to get more young people active and enjoying cricket. It can be played indoors or outdoors, uses easy-to-set-up equipment and can be adapted to suit the space, group size and needs of individual pupils.

With four different formats, schools can choose an activity that works for their pupils and build from curriculum lessons and small-sided games into intra- and inter-school competition. The focus is on everyone having a role and being able to contribute, helping young people develop cricket skills alongside confidence, communication, teamwork, resilience and leadership.

How to use activities in curriculum time

For curriculum use, Softball Cricket can be taught as a sequence of accessible activities developing throwing, catching, striking, bowling, running, coordination and spatial awareness. Lessons can progress from isolated skill practices and small-sided games into one of the four formats and then an intra-school festival or competition. Pupils can take on roles such as scorer, umpire, coach or team organiser, supporting communication, teamwork, leadership, numeracy, decision-making and self-management. Equipment, distances, delivery methods, scoring and roles can be adapted so that pupils with SEND can participate meaningfully and experience appropriate challenge and success.

Additional support

Softball Cricket is an inclusive sport. To support you adapt your practice, check out the [SEND Inclusion Toolkit](#) co-created by Youth Sport Trust and the National Disability Sports Organisations (NDSOs) who are the leading experts within inclusive sport. They provide, advice support and opportunities for people of all ages with specific impairments. [The toolkit](#) provides you with an introduction to each special educational need and disability, key top tips for creating an inclusive environment and signposting to further training and development opportunities within each NDSO. It will help you adapt any practice in addition to our suggestions to make it inclusive for all.

Physical Literacy

These formats and activities have been designed with physical literacy at their heart. We want all young people to have a positive experience with physical activity from an early age. As far as possible, we've considered opportunities for young people to move, think, feel and connect through our activities, and given you suggestions to make adaptations. But, if they don't work for you and your young people, then use the THRIVE principle to remove barriers, make changes, and give ownership to your young people to have a positive experience with the activities to see their true value.

Thrive isn't a checklist – it's a lens to help you sense check quality and inclusion, so consider the following when choosing which format to deliver and how it supports your young people to have a positive experience with physical activity:

- **TAILORED:** does your event support the needs, strengths and circumstances of the group?
- **HOLISTIC:** do the selected activities support young people to move, connect, think and feel?
- **REFLECTIVE:** have you built in time to allow young people to reflect on their engagement and to make choices about what they want to take part in next?
- **INCLUSIVE:** does your event support all young people to engage, feel welcome and included to take part?
- **VARIED:** have you planned for activity differentiation with equipment, space, task and outcome to provide appropriate challenge and maintain interest for all?
- **EMPOWERING:** have you consulted your young people to ask what they want to do, and how they want the event to run? Often, they create better rules and adaptations than we do, which gives them ownership and a positive experience.

For further support, look to the Physical Literacy Enactment Guide - Education, which can be found by [clicking here](#), and going to the "Getting Started" guide section to download it.



Softball Cricket for Schools

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Personal development

- The National Partner for Table Cricket is Lord's Taverners.
- For support and resources visit our dedicated web page by clicking [this link](#).
- Training and equipment are available through the Lord's Taverners and County Cricket Boards. To find out more contact the Programme Team by clicking [this link](#).

Where to participate next?

- For county and regional competitions, contact your local County Cricket Board.
- For further participation opportunities contact your Local Disability Cricket Development Officer: Find Super 1s Near You by clicking [this link](#).

Where to compete next?

- Schools can progress from local School Games Softball Cricket festivals to county and regional competitions, culminating in the annual Lord's Taverners Softball Cricket National Final. For details of local, county and regional competition opportunities, contact your local County Cricket Board or Disability Cricket Development Officer.



Softball Cricket for Schools

SEND

How to run intra-competition: Continuous Cricket (KS2)



How to set up

- Choose a flat indoor or outdoor space and mark the batting area, running gates and safe fielding zone with cones
- Split the class into batting and fielding teams
- The session leader acts as a neutral bowler and controls the timing
- Each batter has one hit, runs through the gates and rejoins the team
- Swap teams after the agreed time, or rotate teams through short matches.



Age group

KS2 (7-11 years old)



Gender

Mixed, girls-only or boys-only



Participant numbers

8–30 young people.

Split the class into two equal teams. For larger classes, create two smaller games or use short timed innings so pupils rotate quickly between batting, fielding, scoring and officiating.



Target audience

Suitable for whole classes and inter-house competition, including pupils who are new to cricket, less confident or have SEND.

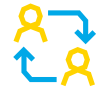
The class splits into batting and fielding teams, while the session leader bowls and controls the timing to keep the game flowing. This clear structure reduces individual pressure, keeps waiting time low and gives every pupil a defined role. Adapt the pace, delivery, equipment and running distance so all pupils can contribute.



Benefits for YP

Pupils have frequent turns and stay active in a simple, predictable game.

Young people will develop striking, throwing, catching, running and coordination alongside communication, teamwork, confidence and a sense of belonging. Timed team play also supports resilience, self-control and learning to win and lose respectfully.



Roles for YP

Young people can act as team captains, scorers, timekeepers, umpires, equipment organisers and buddies.

Older or more confident pupils can help lead warm-ups, manage rotations and support adaptations for teammates.



Progression

Use the format in PE lessons or a skills festival before running class-versus-class or inter-house matches. Pupils become familiar with batting, fielding, scoring and game roles, then progress into local and county Continuous Cricket opportunities where available.



Softball Cricket for Schools

SEND

How to run intra-competition: Four Bats (KS2)



How to set up

- Choose a flat indoor or outdoor space and mark the batting line, running cone, wicket and safe fielding zone
- Split the class into batting and fielding teams
- Start the batting team with four bats or lives
- Each pupil faces one ball, runs around the cone and passes the bat to the next player
- A caught or bowled dismissal loses a bat
- Swap teams when all bats are lost or after the agreed time; for inter-school play, use short rounds and record each team's score.



Age group

KS2 (7-11 years old)



Gender

Mixed, girls-only or boys-only



Participant numbers

8-30 young people.

Split the class into two equal teams. For larger classes, run more than one game or use short timed rounds. Increase or reduce the number of bats or lives to match the team size and pupils' needs.



Target audience

Suitable for whole classes and inter-house competition, including pupils who benefit from shared responsibility and regular turns.

The batting team shares a set number of "lives", represented by the bats, encouraging pupils to support one another rather than focus only on individual performance. Adapt the number of lives, feed, equipment, target and running distance to provide an appropriate challenge.



Benefits for YP

Shared lives help pupils understand how their contribution affects the whole team. The format develops striking, fielding and movement skills alongside communication, teamwork, tactical thinking, resilience and shared responsibility. Regular rotations help pupils experience success and stay involved.



Roles for YP

Young people can act as team captains, scorers, feeders, umpires, timekeepers, equipment organisers and buddies. They can also track the team's remaining bats or lives, manage batting order and support quick, safe rotations.



Progression

Introduce the format through skill stations and short class games, then run class-versus-class or inter-house rounds using the same core rules. This builds confidence, teamwork and understanding of competition before pupils progress to local, county and wider Four Bats opportunities where available.





Softball Cricket for Schools

SEND

How to run intra-competition: Pairs Cricket (KS3 & 4)



How to set up

- Choose a flat indoor or outdoor space and mark a pitch of up to 15 yards, adapting it to the group
- Keep fielders a safe distance from the batter
- Split pupils into teams and pairs
- Each pair bats for an agreed number of balls while the fielding team bowls and fields in rotation
- For class or inter-house play, shorten innings and record each team's score.



Age group

KS3 (11-14 years old)
KS4 (14-16 years old)



Gender

Mixed, girls-only or boys-only



Participant numbers

8–32 young people.

Use teams of 4–8, with pupils batting in pairs. For a full class, run two smaller games or use short innings and rotate teams through batting, fielding, scoring and officiating.



Target audience

Suitable for secondary classes and inter-house competition, including pupils with SEND. Batting in pairs gives pupils shared responsibility and peer support, reducing individual pressure while developing communication, cooperation and tactical decision-making. Adapt the pitch length, equipment, bowling style, scoring and number of balls so every pupil can contribute and experience an appropriate challenge.



Benefits for YP

Batting in pairs develops communication, cooperation and shared decision-making. Pupils practise striking, bowling, catching, throwing and running while building confidence, resilience, tactical thinking and an understanding of their contribution to a team. The format also supports fairness, respect and learning to win and lose well.



Roles for YP

Pupils can act as captains, scorers, umpires, bowlers, coaches, equipment organisers and buddies. They can manage pairings, batting order and team rotations, support adaptations and help record results.



Progression

Introduce batting, bowling and fielding through curriculum activities and short paired games, then run class-versus-class or inter-house matches using the same core rules. This prepares pupils to progress into local and county competition, with regional and national opportunities available through the Lord's Taverners pathway.





Softball Cricket for Schools

SEND

How to run intra-competition: Non-Stop Cricket (KS3 & 4)



How to set up

- Choose a flat indoor or outdoor space and mark the batting crease, wicket, running point and safe fielding area
- Split pupils into batting and fielding teams
- A batter continues until out or after an agreed number of balls
- The bowler gradually increases the challenge, while fielders return the ball quickly
- For class or inter-house play, use timed rounds so every pupil has a turn.



Age group

KS3 (11-14 years old)
KS4 (14-16 years old)



Gender

Mixed, girls-only or boys-only



Participant numbers

6–30 young people.

Split the class into batting and fielding teams. For larger classes, run two games or use short timed rounds, rotating pupils through batting, bowling, fielding, scoring and officiating.



Target audience

Suitable for secondary classes and inter-house competition, including pupils who are new to cricket, less confident or have SEND. Each batter has an individual turn and the challenge can increase gradually, giving pupils time to practise and demonstrate progress. Adapt the feed, equipment, running distance and number of missed balls allowed so every pupil can experience success.



Benefits for YP

Individual batting turns develop hand-eye coordination, striking, movement, concentration and confidence. The gradually increasing challenge supports perseverance, resilience, self-control and managing pressure. Fielders work together to return the ball quickly, developing communication and teamwork.



Roles for YP

Pupils can act as captains, scorers, umpires, bowlers, feeders, coaches, timekeepers, equipment organisers and buddies. They can help match the level of challenge to each batter and manage safe, quick rotations.



Progression

Use individual batting challenges and fielding activities in lessons before moving into team rounds and class-versus-class or inter-house competition. Pupils build confidence and game understanding before progressing into local and county opportunities and, where available, wider Non-Stop Cricket competition.





Continuous Cricket (primary)

SEND



How to make it easier

- **Equipment:** use a tennis racket or bigger bats
- **People:** increase team size, or pair players with friends
- **Space:** decrease the distance batters must run
- **Task:** give the batting team more bats or lives, or a bigger target

How to make it harder

- **Equipment:** use thinner bats or smaller balls
- **People:** rotate roles quickly to challenge adaptability and problem-solving
- **Space:** increase the distance batters must run
- **Task:** introduce bonus points for hitting target zones, or a smaller target

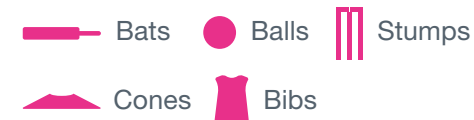
How to play

- The game is timed
- Split the class or group into two teams — one batting, one fielding
- The session leader bowls, acting as a neutral bowler for both teams, and controls the pace to keep the game moving
- Each batter gets one hit before running through the gates at the bowler's end and rejoining their team
- The focus is on being part of the team, not on hitting power
- The team with the highest number of runs wins.

Safety

- When playing indoors, make sure the surface is dry and clean before starting
- Ensure there's clear running space around the gates for batters to move through safely.

Equipment required



Space required

- Can be played indoors or outdoors.

Estimated set-up time

- 2-5 minutes.

Difficulty level



Spirit of the Games



- How did you help your team?
- How did your team help you?

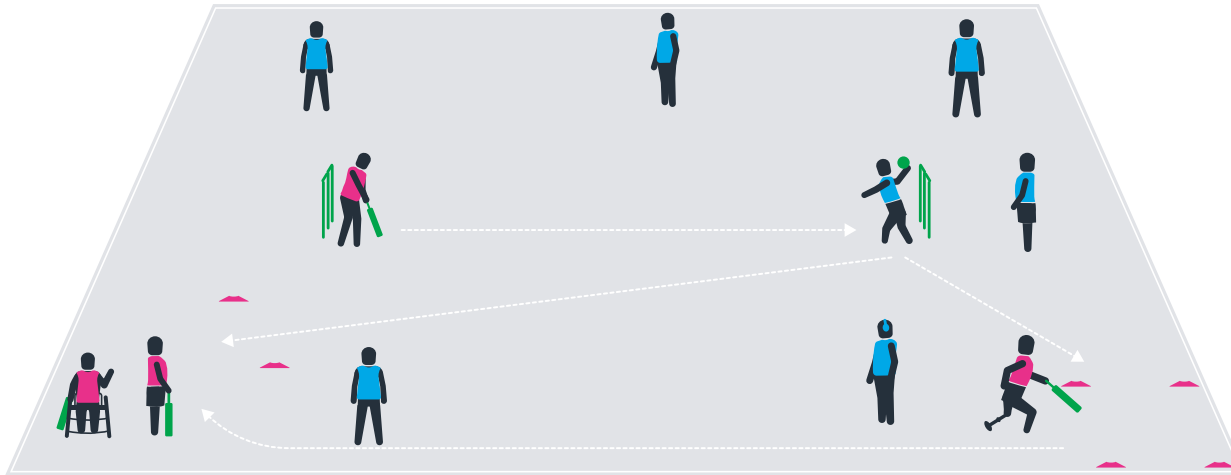


- What did you keep trying to do?
- What helped you keep going?



Four Bats (primary)

SEND



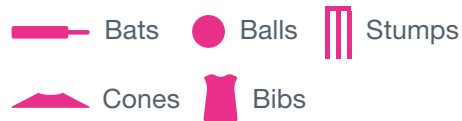
How to make it easier

- **Equipment:** use a tennis racket or bigger bats
- **People:** increase team size, or pair players with friends
- **Space:** decrease the distance batters must run
- **Task:** give the batting team more bats or lives, or a bigger target

How to make it harder

- **Equipment:** use thinner bats or smaller balls
- **People:** rotate roles quickly to challenge adaptability and problem-solving
- **Space:** increase the distance batters must run
- **Task:** introduce bonus points for hitting target zones, or a smaller target

Equipment required



Space required

- Can be played indoors or outdoors.

Spirit of the Games



- How did you help your team?
- How did your team help you?



- What did you do well?
- What made you feel proud?

Estimated set-up time

- 2-5 minutes.

Difficulty level



How to play

- The batting team lines up behind a cone, with the first four batters holding bats
- The fielding team takes up their positions
- The feeder starts the game by bowling the first ball
- Each batter faces one ball — whether they hit it or not, they run around the cone and hand their bat to the next player before returning without a bat
- Once the previous batter is safely out of the way, the next ball can be bowled
- Fielders return the ball to the feeder as quickly as they can
- If a batter is caught or bowled out, the team loses a bat
- Once all four bats are lost, the innings ends and teams swap
- The team that faces the most balls in the time set, or before losing all their bats, wins.

Organisation

- Session leaders should adapt the rules to keep the game inclusive and high-activity, by varying the pace and tempo of feeds
- Batting and fielding teams should be equal in size, whether the space suits one or two batters at a time.

Aim

- **Batting:** encourages players and teams to explore tactical variables to score runs — shot selection, finding gaps, and calling
- **Fielding:** encourages players and teams to explore tactical variables for dominating space, positioning, and hunting in packs
- Builds foundation batting principles — set-up, react, strike, and run
- Builds foundation fielding principles — being a wicket-taker: attack, catch, and throw.

Safety

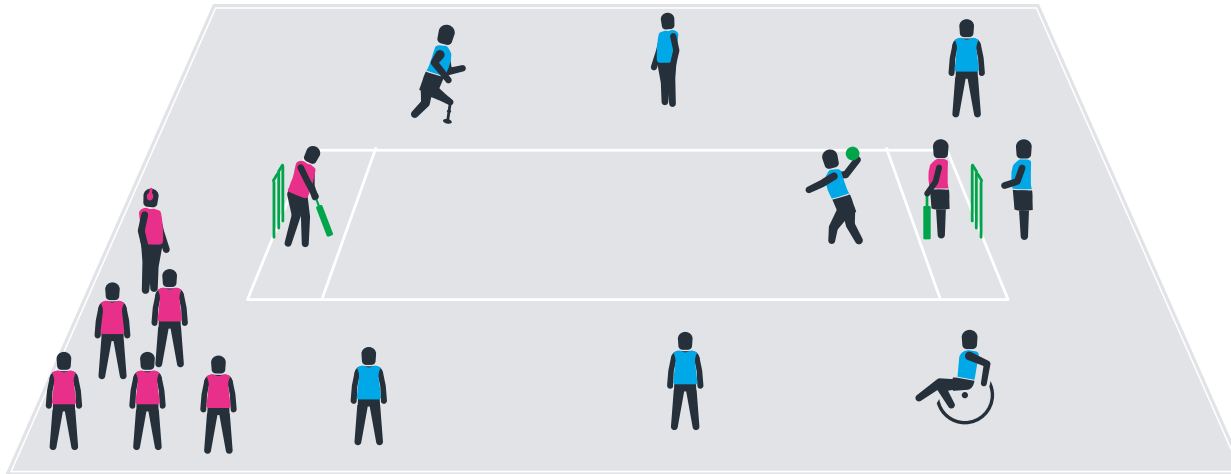
- When playing indoors, make sure the surface is dry and clean before starting
- Ensure there's clear running space around the gates for batters to move through safely.





Pairs Cricket (secondary)

SEND



How to make it easier

- **Equipment:** use a tennis racket or bigger bats
- **People:** increase team size, or pair players with friends
- **Space:** decrease the distance batters must run
- **Task:** give the batting team more bats/lives, or a bigger target

How to make it harder

- **Equipment:** use thinner bats or smaller balls
- **People:** rotate roles quickly to challenge adaptability and problem-solving
- **Space:** increase the distance batters must run
- **Task:** introduce bonus points for hitting target zones, or a smaller target

Spirit of the Games



- How did you and your partner help each other?
- What did you do to help your team?



- How did you make sure you played fairly?
- Why is it important to be honest when you play?

How to play

- The batting team starts on 200 runs
- Teams are 8-a-side; every bowler bowls one over, making 8 overs per team
- Each wicket lost costs the batting team 5 runs (-5 per wicket)
- Batters can be out caught, bowled, or run out
- A wide or no-ball scores the batting team a 2-run bonus, and the ball is re-bowled
- Any wide or no-ball bowled on the final ball of an over must always be re-bowled
- Fielders are free to move around — there are no fixed fielding positions
- The winning team is the one with the highest cumulative score.

Safety

- Fielders should stay at least 10 yards from the batter
- When playing indoors, make sure the surface is dry and clean before starting.

Equipment required

- Bats
- Balls (tennis ball or soft/foam ball)
- ||| Stumps
- Cones
- Bibs — one set per team

Space required

- Can be played indoors or outdoors.

Estimated set-up time

- 2-5 minutes.

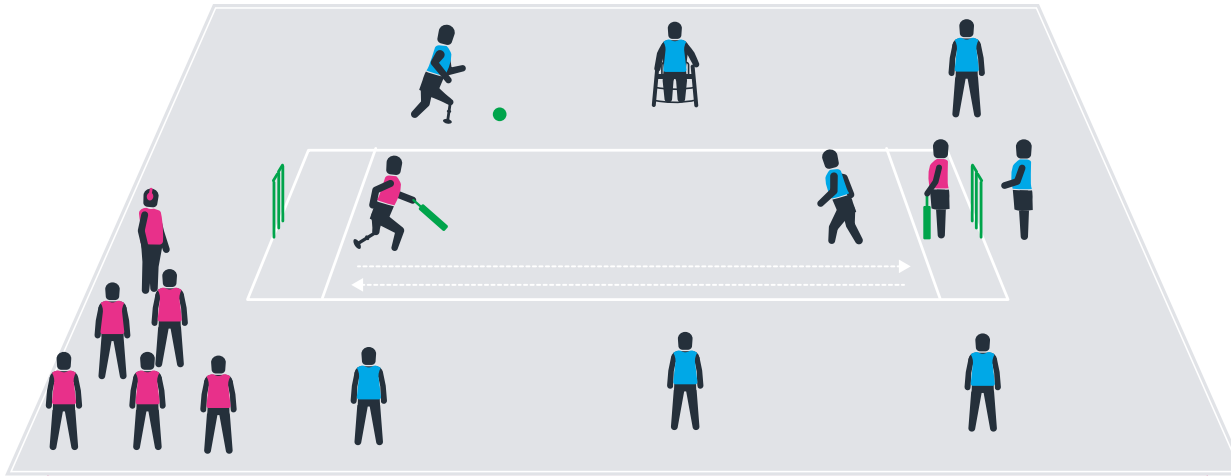
Difficulty level





Non-Stop Cricket (secondary)

SEND



How to make it easier

- **Equipment:** use a tennis racket or bigger bats
- **People:** increase team size, or pair players with friends
- **Space:** decrease the distance batters must run
- **Task:** give the batting team more bats or lives, or a bigger target

How to make it harder

- **Equipment:** use thinner bats or smaller balls
- **People:** rotate roles quickly to challenge adaptability and problem-solving
- **Space:** increase the distance batters must run
- **Task:** introduce bonus points for hitting target zones, or a smaller target

How to play

- Split the class or group into two teams — one batting, one fielding
- A batter bats until they are out — three missed balls means they're out
- If the batter hits the ball, they must run to the stumps and back, then be ready in position for the next ball
- The bowler gives progressively more difficult deliveries as the batter continues, raising the challenge the longer they last
- The fielding team works together to get the ball back to the bowler as quickly as possible, to keep the game moving
- The team with the highest number of runs wins.

Safety

- Fielders should stay at least 10 yards from the batter
- When playing indoors, make sure the surface is dry and clean before starting
- Keep the bowler's pace appropriate to the batter's ability when increasing difficulty — the aim is a stretch, not an unfair test.

Equipment required

- Bats
 Balls (tennis ball or soft/foam ball)
 Stumps
 Cones
 Bibs — one set per team

Space required

- Can be played indoors or outdoors, using the same pitch set-up as Pairs Cricket — flat, accessible area, minimum 15 yards, fielders kept at least 10 yards from the batter.

Estimated set-up time

- 2-5 minutes.

Difficulty level



Spirit of the Games



- What did you keep trying to do?
- What helped you keep going?



- What did you do that you were proud of?
- How did you feel when you kept going?

