

# TABLE CRICKET – TEAM

## Quick introduction

Table cricket is a table-top version that mirrors all the main elements and rules of cricket. Although it can be played by anyone, it is particularly aimed at young people who have control and co-ordination difficulties.

## Getting started

- Table cricket can be played as a team game (six players per team), in a one-against-one (or 2v2 in the TC20 version (see table cricket TC20 card) or in other ways (for example, 3v3).
- Everyone bats, bowls and fields.
- Players are ranked by their function one to six (least to highest). In team play, players ranked as a one will always bat and bowl against the player ranked one from their opponents (and so on).



# TABLE CRICKET – TEAM

## Hints and tips

- Start with the challenges and simplify the rules to get players into the game.

## Leadership and volunteering opportunities

- Players will learn a lot by setting up the table and talking about the pieces of equipment and why they are used.

## Officiating

- If possible, two umpires; this can be a senior student to make decisions and an assistant to record scores on the scoresheet and sometimes act as a third umpire.
- Players should take turns at self-scoring and game management at intra-school and recreational level.

## Think inclusively (STEP)

### Space

- Table cricket can be played on any flat-edged table where rebound boards can be attached.

### Task

- Numbered targets can be used instead of gaps in the field; players try to hit numbered zones around the table and avoid the fielder placements.

## Equipment

- Rebound boards, bat, launcher and sliding fielders are all part of regulation table cricket equipment – however, all of these can be improvised using other materials (e.g. use a polybat).

## People

- Two players, one on either side of the wicket, can be ‘active fielders’; they are allowed to move their sliding fielder to intercept and ‘catch’ the moving ball.



# TABLE CRICKET - TEAM

## Quick rules

- The batting team starts with 200 runs.
- The bowler bowls by releasing the ball down and off the end of the launcher.
- The batter scores by hitting and guiding the ball against the green scoring zones around the table and avoiding the fielders.
- The scoring system is shown in the accompanying chart, but, in summary, two runs if the ball hits the side square of the batter, four runs anywhere else down the sides, two runs for a shot either side of the launcher, and six runs in either far corner.
- Batters are out (loses five runs) if they:
  - hit the red part of the fielder (white part means 'no score')
  - are bowled (ball goes over their end of the table between the wide markers)
  - glance the ball anywhere over their end of table;
  - hit the launcher (caught and bowled)
  - allow the ball to hit their hand, arm or body (LBW)
  - hit the ball off the table by a ballistic hit (swipe or hit) - a guided push should be used at all times.
- Each batter plays one over of six balls.
- The winning team is that with the highest cumulative score after everyone has batted.

## Equipment required

- Large, flat table with rebound sides attached.
- Table cricket bat, balls (one standard, one swing), ball launcher and sliding fielder sections.
- Masking tape or similar to mark wicket and crease.

## Health and safety

- Push and guide the ball with control - no wild swinging of the bat.
- When the fielders rotate after each over, all travel anti-clockwise.



## FOR YOUNG PEOPLE

### Think tactics

Can you play the ball into different scoring areas?

### Spirit of the Games: Excellence through Competition

Take turns at being captain and make decisions; for example, fielder placements or who will be an 'active fielder'.

