TABLE CRICKET – TEAM

SCHOOL GAMES

Quick introduction

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

Think tactics

Can you score in every part of the table?

Getting started

- 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 basically 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.
- The batter is out (loses five runs) if they:
    - hit the red part of the fielder (white part means 'no score');
    - is bowled (ball goes over their end of the table between the wide markers)
    - glances the ball anywhere over their end of table
    - hits the launcher (caught and bowled)
    - the ball hits their hand, arm or body (LBW)
    - the ball is hit 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.

Organising the game

- 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 twenty card) or in other ways (for example, 3v3).
- Table cricket players rotate counter clockwise around the table after each over and so everyone bats, bowls and fields.
- Players are ranked according to how much function they have one to six (least to highest); in team play, players ranked as a 1 will always bat and bowl against the player ranked one from their opponents (and so on).

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.

Keeping it enjoyable

- Try playing target games to provide variety and fun; for example, set up small skittles or paper cups scattered randomly on the table; the batter tries to hit a skittle or cup to score a point.

Officiating

- Ideally, two umpires, one stationed at either end of the table, to decide on scores, outs, etc.
- A scorer can be employed to note the scores on an official table cricket or improvised scoresheet and sometimes act as a third umpire; this could be an older student.

Spirit of the Games:
Excellence through Competition

Have you appointed a captain to co-ordinate tactics and other decisions? For example, to decide who will be an 'active fielder'?
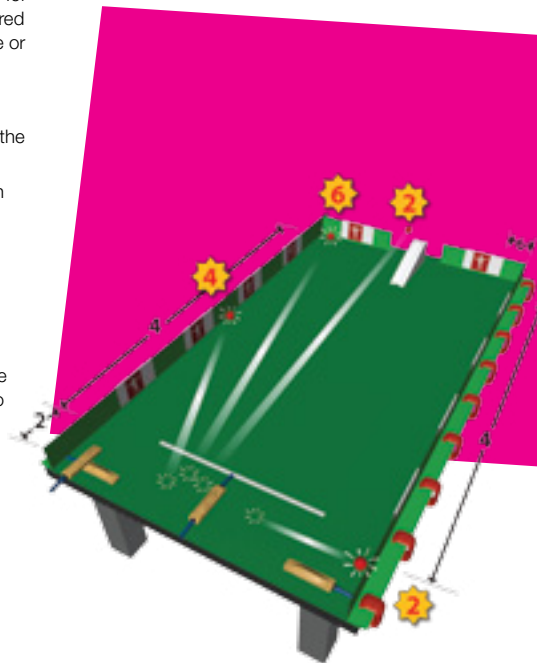
TABLE CRICKET – TWENTY (TC20)

SCHOOL GAMES

Quick introduction

TC20 is a shortened and simplified version of the game to enable players to compete as an individual (1v1) or in pairs (2v2). Based on Twenty20, this is a quick-fire, fun version of table cricket.

Think tactics

Can you play the ball into different scoring areas?

Getting started

■ Each innings consists of 20 balls.

■ The traditional fielding positions are set by the bowlers.

■ No active fielders in play in 1v1 (one active fielder is allowed in 2v2).

■ The launcher can be used as an active fielder to field the ball only; caught and bowled only counts if the launcher has remained stationary from the bowling position. The bowlers hand must stay in contact with the launcher if being used as a fielder – no throwing, pushing or rolling allowed – four-run penalty.

■ At the half way stage of the innings (after the 10th ball) the bowling side may change the fielding positions.

■ There is no limit to how many times the swing ball can be used in each innings.

■ No balls or wides on the last ball of the innings - must be re-bowled

■ Batters cannot score in the same scoring area from consecutive balls (if they do, no runs are scored and 'dot' ball is recorded on the score sheet)

■ All other rules are in line with the usual table cricket rules.

■ In the event of a tie the team with highest number of sixes are the winners, if still tied the highest number of fours, then the team with least wickets lost is the winner. If still tied the team which hit the earliest six is the winner.

TABLE CRICKET – TC20

Organising the game
■ Any large flat-edged table can be used.

■ The table is laid out as for regulation table cricket.

Space
■ The size of the target areas can be increased by removing some of the defending fielders to provide early success for batters.

Task
■ The competition rules can be simplified where required; for example, 20 bowls bowled with no wides or dot balls.

Equipment
■ If table cricket kit is unavailable, improvised versions can be used; for example, polybats or paddle bats and large airflow balls.

People
■ Different size teams can be used to involve more players; for example, 3v3.

Keeping it enjoyable
■ Try playing a target version, with small skittles, plastic cups or other small items scattered around the playing area. Batters try to hit as many targets as possible in 20 balls.

Officiating
■ If possible, two umpires; this can be a senior student to make decisions, an assistant to record scores on the scoresheet and sometimes act as a third umpire.

■ For player development, self-scoring and game management is to be encouraged at intra school and recreational level. This will aid development in good sporting behaviour, scoring and officiating which may lead to a future pathway in table cricket.

Spirit of the Games:
Excellence through Competition

Do you give praise when your opponent makes a scoring shot?
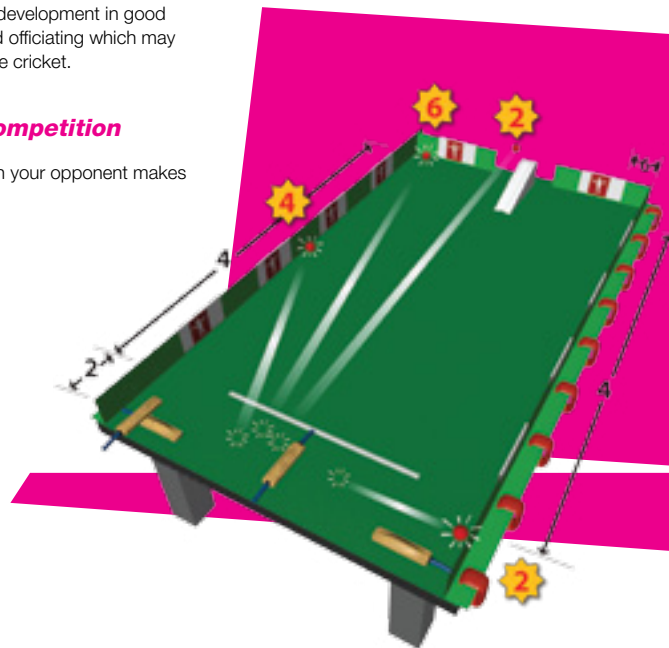
TABLE CRICKET – TARGET CRICKET

SCHOOL GAMES

Quick introduction

A target version of the game using the standard table cricket equipment; this version is aimed at young people who have more physical function (for example, able to stand and hold the bat in a vertical position).

Getting started

■ Target cricket can be played in teams (two to six) or between two individuals.

■ The table is set up as usual, but yellow numbered indicators corresponding to the table cricket scoring system are placed in the gaps between fielders (see diagram).

■ Once a score has been achieved in one area the indicator is reversed on the side to show that no more runs can be scored there.

■ Fielders, once placed, do not move in target cricket (no 'active fielders').

■ Each individual or team starts with 20 runs; two runs are deducted for each wicket lost.

■ Bowlers rotate after every ball bowled, so the fielding team constantly rotate around the table.

■ The winning team is the one with the highest cumulative score (or highest total between two individuals).

Think tactics

Do you try to score in the closer lower score targets or go for higher scores further away?

TABLE CRICKET – TARGET CRICKET

Organising the game

- The fielders and target zones change depending on whether the batter is playing left- or right handed (or the side to which the face of the bat is pointed); four fielder sections on the 'on side', three on the 'off side')
- Any large flat-edged table can be used.

Space

- The gaps between the fielders can be increased or decreased to assist or challenge the batter.

Task

- The number of fielder sections can be reduced to increase scoring opportunities for the batter.

Equipment

- Other kinds of small bats and balls can be substituted; for example, polybat equipment.

People

- Every player bowls and bats; they should practise both skills.

Keeping it enjoyable

- Try other target games; for example, 'Round the Clock'; place numbers around the table corresponding to a clock face (batter at 6 o'clock); or to simplify further, use the points of a compass (batter at 'South').
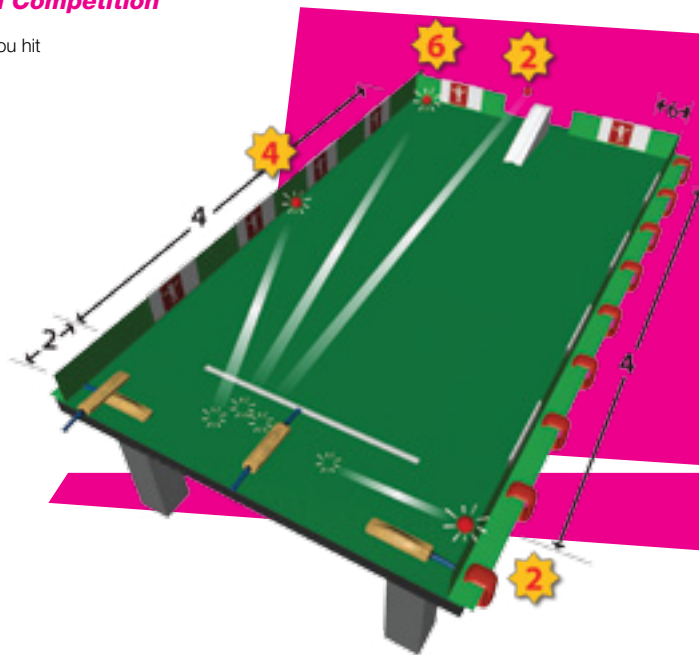
Officiating

- An umpire or scorer is required; ideally there should be two umpires, one positioned at either end of the table to verify scores.

Spirit of the Games:
Excellence through Competition

Do you own up if you hit a fielder?

THE LORD'S TAVERNERS
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TABLE CRICKET
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