

TABLE CRICKET



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Spirit of the Games: Excellence through competition
– how does your sport exemplify these values?



As a Table Cricketer a player will enjoy the challenge and creativity of learning new techniques and facing new challenges to develop or improve skills. The sport gives individuals and teams a chance to compete at all levels from recreational play to the National Final at Lord's. They are playing cricket!



The game of Table Cricket exemplifies and ensures that individuals play fair in accordance with the MCC Spirit of Cricket. Mutual respect for umpires, scorers and the opposing team offers a unique opportunity to develop this positive and respectful attitude.



Table Cricketers are encouraged to learn the roles and techniques of scorers and umpires to allow them to run their own games. The game offers the opportunity for players to develop the personal qualities of integrity and honesty as these are an integral part of the game.



The game of Table Cricket offers the opportunity to experience success and allows progression through the achievement of individual goals and targets to develop and enhance self belief.



Table Cricket promotes a team identity and spirit which encourages pupils to work together supporting one another in a cooperative effort to realise the team's full potential. Because of the limited opportunities to participate in a team game Table Cricket is a very important avenue for these youngsters.



Participation in this adapted form of cricket enables individuals to focus upon challenging aspects of the game and develop the best approaches in securing successful outcomes in all aspects of the game.

What are the benefits of playing your sport?

Table Cricket develops team-work, co-ordination, confidence, tactical awareness, communications skills, aids physical and mental development and increases self-esteem. Table Cricket also has cross curriculum benefits in aiding Numeracy, Citizenship, and PE integrations.

Why is it easy to run competitions in your sport?

TC 20 can be run as a recreational game at lunch times or as an after school activity and it is a good way to encourage student led organisation through a league ladder type competition. The full game already has a good structure through the current National Competition and this could easily be replicated and integrated in to the current competition structure at Level 1 and 2 if numbers allowed.

Priority competitions:

Table Cricket can be played across the four levels of competition, by any age or gender. TC 20, the shortened version of the game has been devised predominantly for Level 1 and Level 2 competition. Its quick format lends itself perfectly to lunch time and after school activity, but can also used at competition for Level 3. This is especially important for mainstream schools who may have less than six 'classified' players to play in the current team format. TC20 can be played 1 v 1 or 2 v 2.

The National Competition runs regional heats across the country and it is hoped that local County run competitions can also double up as a County Regional Heat, with the winners progressing to the next stage of the competition, which culminates in a National Final at Lord's. The competition is run by The Lord's Taverners and any information is available from the TC National Development Officer.

Young Leader/Officials courses/qualifications available:

The Table Cricket National Development Programme has introduced a Young Leaders/Officials course as well as a Teacher/Coach training course. There are 50+ tutors across the country ready to deliver these courses to support the School Games.

What should schools do if they want to cater for Years 3 and 4?

Table Cricket is accessible for all ages and year groups. Primary Change 4 Life is targeted at Years 3 and 4, it adopts a multi-skill approach and underpins the School Games.

Relevant web links:

- www.lordstaverners.org/table-cricket

Signposted competitions:

TC20 can fit into the Schools Games at Level 1, 2 or 3 as required. The full version has its own National Competition run by the Lord's Taverners and any local competitions at Level 2 and Level 3 could be incorporated seamlessly into that structure. Level 1 could also be run as required, maybe to aid a selection process for a strong school for example.

The National Competition culminates in a Finals day at Lord's Cricket Ground. Our aim is to increase participation from grassroots level to filter through to regional heats for the competition with support from our workforce of coaches, tutors, local cricket coaches and teachers across the country. Regional heats take part across the country predominantly at First Class cricket venues, but they can take place in sports halls etc. All competition is open to any age and gender – only at Level 3 of the competition does classification takes place, but a team does need to meet classification criteria to compete at Lord's.

TABLE CRICKET

Competition Card 1.

Name of competition:

National Table Cricket Competition

Age group:

U19s Tournament

How to enter:

Contact The Lord's Taverners or Table Cricket National Development Officer or your local County Cricket Board

Tournament format:

Level 1 — in schools or clubs, either knock out or league ladder

Level 2 — in local schools, possibly in a home and away format for a league

Level 3 — County/Regional — Round robin competition with a final at the end if required.

Level 4 — as level 3

Simple rules:

Team table cricket — Levels 3 and 4

- 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 as follows: 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. For more information, please visit www.lordstaverners.org/table-cricket
- 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.

TC20 (shortened version of game) — Levels 1 and 2

- Each innings consists of 20 balls.
- Each player starts their batting innings with 100 runs.
- The traditional fielding positions are set by the bowlers.
- No active fielders in play in 1 v 1 (*one active fielder* is allowed in 2 v 2).
- 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.

How can regularity be achieved?

Table Cricket can be played all year round so there really are no constraints. The flexibility of TC 20 allows for continuous competition, especially at Level 1, as it can be played with smaller numbers.

How can depth in competition through extra teams be achieved?

Competition at Level 1, Level 2 and Level 3 will allow all abilities to compete, with the winners progressing through each stage to the national final. TC20 style league ladders would allow all players to challenge each other in an intra school environment.

Think inclusively!

Any pupil can play Table Cricket. Pupils with severe physical impairment who have a good understanding of cricket can make an impression and achieve success. It helps distract pupils with challenging behavior as they focus on tasks. Pupils learn to work together and in TC 20 the activity can be player lead and managed. Every attempt should be made to provide disabled pupils the opportunity to play Table Cricket as a modified version of cricket with other pupils.

The route from here to Level 3:

- Level 1 competition can help the school to select a team.
- Level 2 the schools compete locally with a view to progressing.
- Level 3 can either be a self run county competition or preferably be used as a regional heat for the National Competition.



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Roles for young people:

The regional heats are already supported by Young Officials trained up each year and local Cricket Umpires. These Young Leaders can be trained up through the Table Cricket training courses.

The Lord's Taverners organise each of the regional heats and co-ordinate the training courses to support each heat. If the Level 3 was a separately run county event — e.g. Youth Games plus event this can be replicated by training Young Officials to umpire and score at the event, with support from local cricket coaches as required.

Web links

- www.lordstaverners.org/table-cricket

