

MODIFIED ACTION and LIMITED OVERS CRICKET: GAME and COMPETITION OPTIONS

The ACB development programme has found it necessary to rethink, and in some cases, quite dramatically, restructure 'the product' [ie. the game of cricket] to ensure the retention of a broad cricketing base of children and young people. To achieve this objective, "We've got to play when they want to play, not when we think they should play and, more importantly, we have to take into account what they want to play."

Gerard Clarke, ACB Development Manager

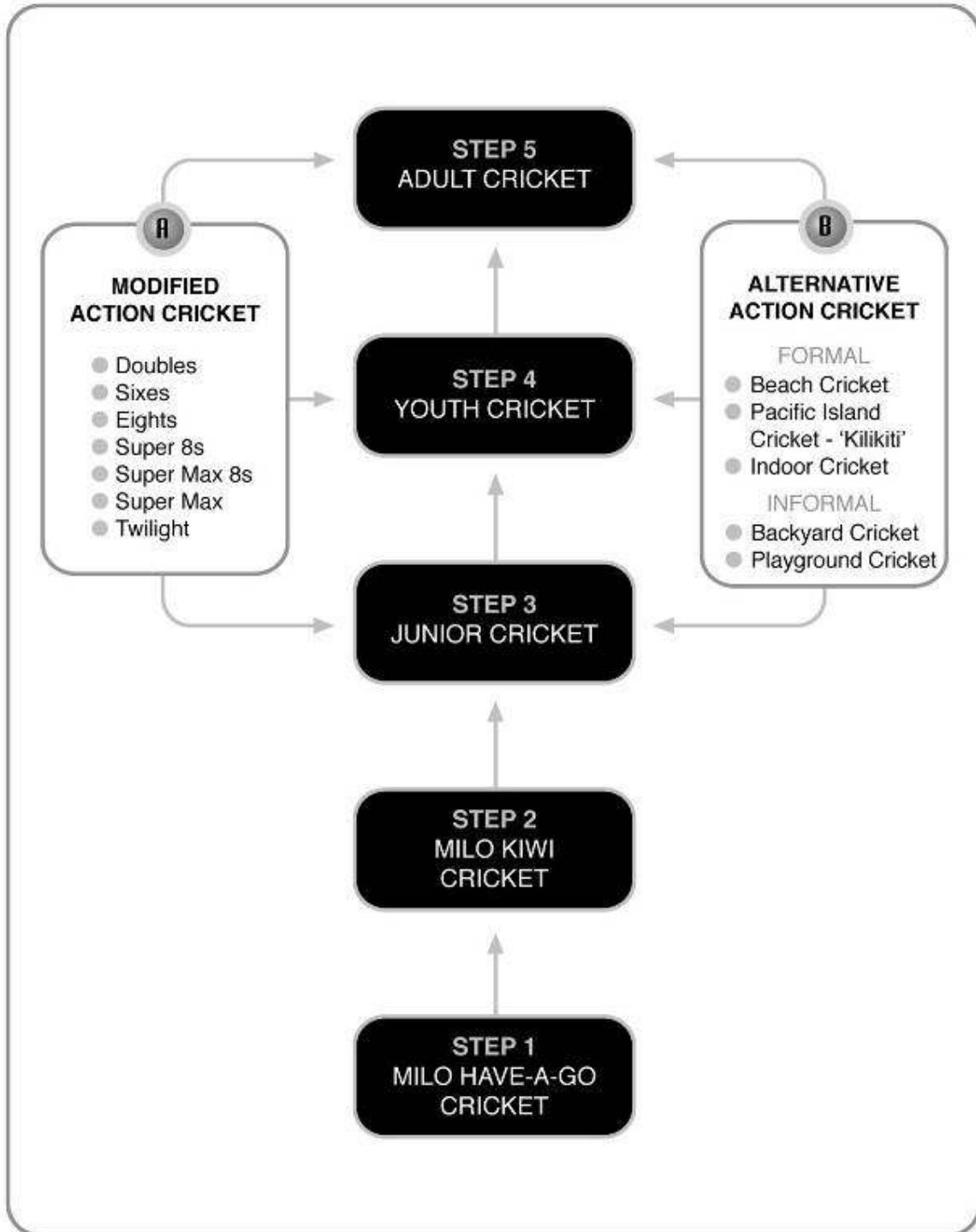
INTRODUCTION

Schools, clubs and associations should be aware that from the junior level onwards there are a number of versions of the game which cater for the needs, interests and abilities of those who want to specialise in the game and require intense and competitive opportunities as well as those looking for a more social and recreational experience [see 'Player Pathway'].

As players enter the secondary school [**YOUTH**] and club [**ADULT**] levels of the game frequently their interests change, their commitments increase, and their free time diminishes. Increasingly the conventional form of the game on offer does not suit their social and recreational needs or the time they have available. As a consequence they drop out of cricket.

To reduce this dropout and assist retain these players, and to provide additional playing and practising options for those currently playing cricket, schools, clubs and associations need to consider introducing a number of different game formats and competition options that suit what, how and when players want to play.

Player pathway



WHY PLAY MODIFIED ACTION CRICKET GAMES?

More and more cricketers, young and old, are saying they want a faster game, because they haven't got that much time to spend – they want to be able to get in, have a game and get out within two hours, and they also want to bat, bowl and field in that time! There are endless, shorter, modified versions of the game available for cricketers to play.

Research in New Zealand reinforces the need for schools, clubs and associations to provide appropriate game formats and competition options to cater for those players who want:

- 1. To have more action**
- 2. To have a higher level of participation**
- 3. To play a shorter version of the game**
- 4. To play midweek in the evenings**

WHAT MODIFIED ACTION CRICKET GAMES ARE THERE TO PLAY?

There are as many modified action cricket game formats as the imagination will allow. Modified action cricket games are simply versions of the conventional game altered to suit the needs, interests, and/or abilities of the players, and the time, space and equipment available with which to play. The conventional game can be modified or restructured by:

- 1. Simplifying the rules and/or applying various conditions**
- 2. Altering the playing time by reducing the number of overs**
- 3. Reducing the number of players in a team**
- 4. Using modified equipment suited to the age and/or skill level of the players**
- 5. Changing the length of the pitch and/or the size of the boundaries**

This resource provides an outline of how to play 16 different versions of the game. These can be adopted and used by schools, clubs and associations, or they can develop their own games to suit the needs, interests and abilities of their players by applying various conditions to focus on particular objectives, such as:

- 1. Limiting the number of overs in the game.** The objective being to enable the game to be completed within a specific time period.

2. **Specifying the number of bowlers to be used by each team** eg. six bowlers to bowl an over each. The objective is to increase the number of bowlers participating in the game.
3. **Limiting the number of overs to be faced by any batter or pair of batters, or setting a target at which a batter must retire.** The objective is to distribute the opportunity to bat more equally between the players.
4. **Restricting the number and/or placement of fielders.** The objective is to create more space to play a range of batting strokes and to possibly score more runs.
5. **Setting up specific scoring zones** eg. straight behind the bowler. The objective is to encourage batters to play straight and hit the ball between mid-off and mid-on
6. **Setting team penalties for wayward bowling** eg. two runs being added to the batting team's score for a wide or no-ball and/or a free hit from a batting tee or the next ball. The objective is to encourage greater accuracy in bowling.
7. **Reducing the length of the pitch and/or the size of the boundaries.** The objective is to suit the age and/or ability of the players and/or to encourage a faster scoring rate.

In a similar way, local conditions such as playing indoors or in a restricted space, often necessitate that specific rules be incorporated into the game eg. a batter is out if he/she hits the ball on the full into the side wall or over the fence. Other possible conditions may include the imposition of penalties on batters failing to score from a set number of consecutive deliveries, or batters being set individual targets to score a certain number of runs from a set number of deliveries.

Any of these conditions can be applied to focus a game on particular objectives or to create a practice game situation to develop specific skills and/or to demonstrate certain objectives to players as part of the process of developing an understanding of **GAME SENSE**, especially the use of tactics, strategies and the ability to make decisions under pressure.

HOW MANY PLAYERS ARE NEEDED?

The number of players needed to play the various modified action cricket options in this resource varies from 1-12 in each team. However, the minimum number of players required in a game to ensure that there is a full complement of batters, bowlers and fielders is 8 for singles and pairs cricket. This increases through to a maximum of 24 players for Super Max cricket.

WHAT EQUIPMENT and FACILITIES ARE REQUIRED?

All these modified action cricket games can be played with plastic MILO Kiwi Cricket equipment or with conventional cricket gear. The type of equipment used will be determined by the age and/or ability of the players, what a secondary school or club has available, and whether the game is indoors or outdoors. If a normal cricket ball is used then it is essential that the appropriate protective cricket equipment is available for all players to use.

The minimum amount of cricket equipment required for each of the games outlined in this resource includes:

2 sets of stumps, 2 bats, 1 ball, and a set of cones to mark a suitable boundary

PLAYING CONDITIONS

■ PITCH and BOUNDARY SIZES

1. PITCH

The pitch for any modified action cricket game can be any reasonably flat surface. It can be either outdoors [eg. playing field, tennis court, concrete or asphalt playground] or indoors [eg. school hall, gymnasium] and its length can be adjusted from 14 –20 metres to suit the age and/or ability of the players, and/or available space.

If the game is being played with normal cricket equipment then it is essential that an appropriate turf or artificial playing surface is used.

2. BOUNDARIES

The distance to the boundaries for each modified action cricket game can range from 30-60 metres and is dependent upon the age and/or ability of the players, the available space, and the objective of the game in terms of ease of run scoring. A maximum of 60 metres is recommended.

■ EXCEPTIONS TO THE RULE

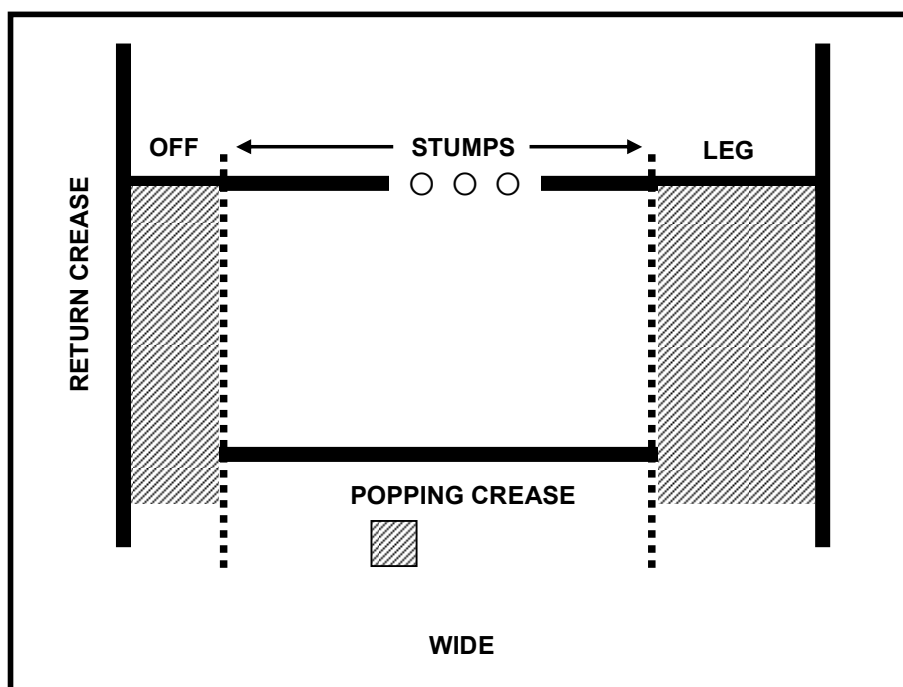
1. WIDES and NO BALLS

- ❑ **NO BALL** – any ball bowled that bounces over shoulder height while the batter is in a normal batting stance, or is bowled on the full above the batter's waist shall be called a 'no ball'.
- ❑ **WIDE** – any ball that cannot be reached by the batter is a 'wide'. For modified action cricket games a wide is usually considered to be any ball not hit that passes at a width more than two-thirds the distance on

the offside and half the distance on the legside between the middle stump and the return crease

- ◆ The penalty for 'no-balls' and 'wides' is different for each game and may include:
 - **EITHER** extra balls being bowled **OR** no extra balls being bowled
 - **AND/OR** a specific number of runs being added to the batting team's score eg. 1, 2 or 4
 - **AND/OR** any additional runs scored from the delivery being added to the batting team's score
 - **AND/OR** the batter having a 'free hit' in front of the wicket from a batting tee or from the next ball bowled. The batter cannot be out bowled, caught, stumped or hit wicket from the free hit, but can still be run out.

WIDES IN MODIFIED CRICKET GAMES



2. FIELD PLACEMENTS

- In most modified action cricket games at the moment any ball is bowled no player may field closer than 10 metres from the striking batter, except for the wicketkeeper and behind point where slip and gully fielders may be used.

MODIFIED ACTION CRICKET GAMES

This resource outlines how to play 16 modified action cricket games. These games incorporate all or most of the basic skills of batting, bowling, fielding and wicketkeeping.

The games are listed in numerical order in terms of the number of players required to make up a team. They begin with one player and increase to twelve players. As the number of players increases there is also a corresponding increase in the complexity of the games and in most cases the time required for them to be played.

GAME 1	SINGLES CRICKET
GAME 2	SINGLE WICKET CRICKET
GAME 3	DOUBLE CHANCE PAIRS CRICKET
GAME 4	PAIRS or DOUBLES CRICKET
GAME 5	TRIOS or THREE-A-SIDE CRICKET
GAME 6	SIXES or SIX-A-SIDE CRICKET
GAME 7	EIGHTS or EIGHT-A-SIDE CRICKET
GAME 8	ACTION EIGHTS CRICKET
GAME 9	HAVE-ANOTHER-GO CRICKET
GAME 10	FOUR QUARTERS CRICKET
GAME 11	SUPER EIGHTS CRICKET
GAME 12	SUPER MAX EIGHTS CRICKET
GAME 13	TENS or TEN-A-SIDE CRICKET
GAME 14	ACTION TENS CRICKET
GAME 15	SUPER MAX CRICKET
GAME 16	TWENTY 20 CRICKET

NUMBER OF PLAYERS	8
EQUIPMENT	Normal or modified cricket equipment including 2 sets of stumps, 2 bats, 1 ball
FACILITIES	Outdoors or indoors. Normal pitch and boundary, although reducing the boundary to 40 metres will assist with run scoring
TIME DURATION	90 minutes

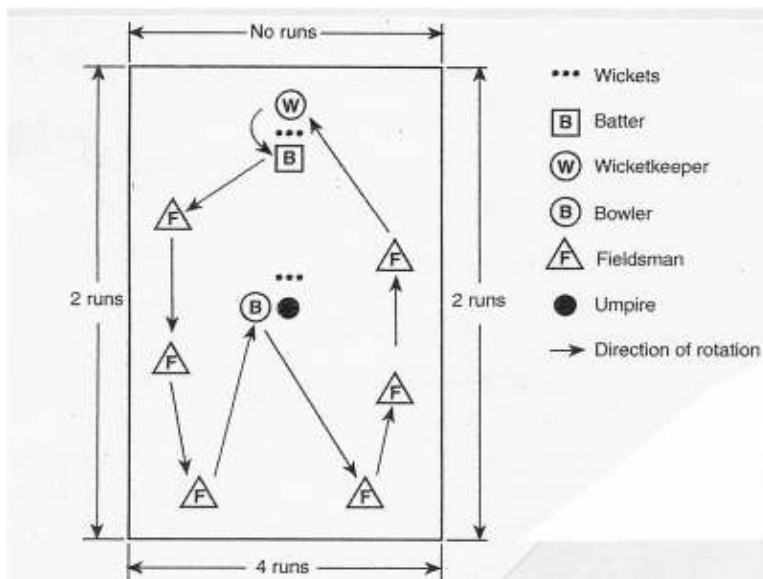
RULES:

- The game is best played with 8 players - one bats, one bowls – he/she is the opponent, and the other six field and wicketkeep
- The field placing is the responsibility of each bowler. Fielders can field anywhere, although there must be no more than three on either side of the wicket, and they must be at least 10 metres from the batter
- The normal 'Laws of Cricket' apply, except:
 - ◆ Each batter faces an over of 10 balls from his/her opponent after which the positions are reversed
 - ◆ All overs are bowled from the same end
 - ◆ Wides or no balls count as two runs, additional runs can be scored off no balls. Extra balls are bowled for wides and no balls
 - ◆ Batters do not have to run, but the idea is to score as many runs as possible. If the ball is missed the batter may still run
 - ◆ When a run is scored the batter returns to the batting end to face the next delivery
 - ◆ Batters can be out:
 - **Bowled, caught, hit wicket, stumped, run out. There are no LBWs**
 - Batters can be run out at either end
 - ◆ If batters get out they simply continue to bat but on each occasion they are dismissed a set number of runs [eg. 3-6 runs per dismissal] is deducted from their score
- The winner is:
 - ◆ **Either** the player with the most runs
 - ◆ **Or** a singles cricket match can be played like a knockout competition between individual players. A match comprises 16 overs of continuous play. After the first 8 overs each player has batted and bowled. The four winners then play off on the same basis and the two finalists are found, who both bat and bowl 2 overs to determine the overall winner
 - ◆ The eliminated players continue to act as fielders
- **Rule variations can include:**
 - ◆ The addition of a bonus of 5 runs to a player's total for taking a catch or being involved in running out a batter

NUMBER OF PLAYERS	8-10
EQUIPMENT	Normal or modified cricket equipment including 2 sets of stumps, 2 bats, 4 marker cones, 1 ball
FACILITIES	Outdoors or indoors. Pitch to be determined by the age and ability of the players with specially defined boundaries
TIME DURATION	30 minutes

RULES:

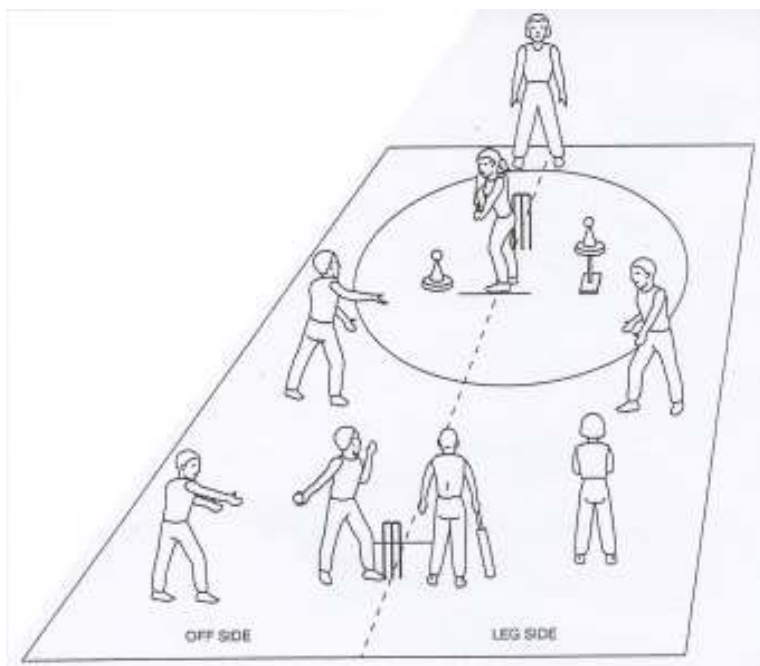
- This game is best played with 8 players – one player bats, one player bowls, one player acts as wicketkeeper, all the others field, the coach is the umpire
- Use the four marker cones to set up a rectangular area 25 x 40 metres. Down the middle of the area set up the two sets of stumps at a distance suitable to the age and ability of the players with the wicketkeeper behind one set of stumps near the back of the rectangle and the bowler and umpire behind the other set of stumps
- The fielders spread out inside the rectangle and must be at least 10 metres from the batter
- Each player bowls six balls [an over], then changes over with the players rotating around
 - ◆ All overs are bowled from the same end
 - ◆ Wides or no balls count as two runs, additional runs can be scored off no balls. No extra balls are bowled for wides and no balls
- Each batter faces six balls and counts his/her own number of runs
- Runs are scored as follows:
 - ◆ 1 run for hitting the ball
 - ◆ 2 runs for hitting the ball across a side boundary
 - ◆ 4 runs for hitting the ball across the bowler's end boundary
 - ◆ No runs are scored off a ball that gets a batter out
- Batters can get out:
 - ◆ **Bowled, caught, hit wicket or hitting the ball over any boundary on the full**
 - ◆ If batters get out they do not score but continue to bat for their six balls
- The player with the highest number of runs is the winner
- **Rule variations can include:**
 - ◆ The addition of a bonus of 5 runs to a player's total for taking a catch or being involved in running out a batter



NUMBER OF PLAYERS	8, 10 or 12 – with players in pairs
EQUIPMENT	Normal or modified cricket equipment including 2 batting tees, 2 sets of stumps, 2 bats, 3 balls
FACILITIES	Outdoors or indoors. Pitch and boundary to be determined by the age and ability of the players
TIME DURATION	30 minutes

RULES:

- This game is best played with 8 players divided into pairs – one pair to bat, one pair to bowl and wicketkeep, one pair to field on the leg side, one pair to field on the off side
- One player [bowler] bowls while his/her partner acts as wicketkeeper. Each bowler bowls six balls [an over], then changes position with his/her partner
- The normal 'Laws of Cricket' apply, except:
 - ◆ The two sets of stumps are set up at a distance suitable to the age and ability of the players with the bowler at one end and the wicketkeeper at the other. At the wicketkeeper's end set up the two batting tees with a ball on each 1.5 metres in front of the stumps and 3 metres apart
 - ◆ Each batting pair face 12 balls [two overs] – six balls each
 - ◆ All overs are bowled from the same end
 - ◆ If the bowled ball is missed or cannot be reached the striking batter may hit the ball from one of the batting tees. The batter can have only have one swing at the tee ball and the ball must be hit in front of the stumps, not behind for safety reasons. The ball that is hit is then the only ball in play
 - ◆ There are no wides or no balls
 - ◆ Batters can be out:
 - **Bowled, caught, hit wicket, run out. There are no LBWs**
 - If batters get out they simply change ends and continue to bat
 - ◆ Batters do not have to run, but the idea is to score as many runs as possible
 - ◆ Rotate pairs every 12 balls so all players take turns at batting, bowling, wicketkeeping and fielding
- The pair with the most runs is the winner



GAME 4**PAIRS or DOUBLES CRICKET**

NUMBER OF PLAYERS	8, 10 or 12 – with players in pairs
EQUIPMENT	Normal or modified cricket equipment including 2 sets of stumps, 2 bats, 1 ball
FACILITIES	Outdoors or indoors. Pitch and boundary to be determined by the age and ability of the players
TIME DURATION	30-60 minutes
RULES:	
<ul style="list-style-type: none"> ■ The game is best played with 8 players divided into pairs – one pair to bat, one pair to bowl and wicketkeep, one pair to field on the leg side, one pair to field on the off side <ul style="list-style-type: none"> ◆ The game can also be played with 10 or 12 players – with five pairs one pair umpires, with six pairs one pair umpires the other pair pads up and scores ◆ One player [bowler] bowls while his/her partner acts as wicketkeeper. Each bowler bowls six balls [an over], then changes position with his/her partner ■ The normal 'Laws of Cricket' apply, except: <ul style="list-style-type: none"> ◆ The two sets of stumps are set up at a distance suitable to the age and ability of the players ◆ Each batting pair face 12 balls [two overs] – six balls each ◆ All overs are bowled from the same end ◆ Wides or no balls count as two runs, additional runs can be scored off no balls. No extra balls are bowled for wides and no balls ◆ Batters do not have to run, but the idea is to score as many runs as possible. If the ball is missed the batters may still run ◆ Batters can be out: <ul style="list-style-type: none"> • Bowled, caught, hit wicket, run out. There are no LBWs • If batters get out they simply change ends and continue to bat ■ Rotate pairs every 12 balls ■ The winner is: <ul style="list-style-type: none"> ◆ Either the pair with the most runs ◆ Or pairs cricket can be played as a 'match within a match' with one match being between the first two pairs [1+2 v 3+4] and the other between the second two pairs [5+6 v 7+8]. If time permits, the game can be continued with the winning pairs and the losing pairs playing each other to determine the overall winning pair ■ Rule variations can include: <ul style="list-style-type: none"> ◆ The deduction of a set number of runs for each time a pair is dismissed [eg. 3-6 runs per dismissal] ◆ The addition of a bonus of 50% of the runs scored to a pairs total when no wickets are lost ◆ The addition of a free hit for the next delivery after a wide or no ball is bowled. A free hit means that the batter can only be out by being run out 	

NUMBER OF PLAYERS	Minimum 9 , thereafter in multiples of 3
EQUIPMENT	Normal or modified cricket equipment including 2 sets of stumps, 2 bats, 1 ball
FACILITIES	Outdoors or indoors. Normal pitch and boundary, although reducing the boundary to 40 metres will assist with run scoring
TIME DURATION	45-60 minutes

RULES:

- This game is best played with 9 or 12 players divided into trios or threes – one trio to bat [Team A], one trio to bowl [Team B], and one trio to field [Team C]
- The field placing is the responsibility of each bowler. Fielders can field anywhere, although there must be no more than two on either side of the wicket, and they must be at least 10 metres from the batter on strike
- The normal 'Laws of Cricket' apply, except:
 - ◆ All overs are bowled from the same end
 - ◆ Wides or no balls count as two runs, additional runs can be scored off no balls. Extra balls are bowled for wides and no balls
 - ◆ Each bowler in the trio [Team B] will bowl 2 overs, with one of the trio acting as the wicketkeeper. Another trio [Team C] will assist with the fielding
 - ◆ Batters can be out:
 - **Bowled, caught, hit wicket, stumped, run out. There are no LBWs**
 - ◆ Each innings will consist of six overs, unless all three players in the batting side [Team A] are out before the total number of overs is bowled
 - ◆ When two batters are out, the third batter continues to bat, with the second batter out remaining at the wicket as a runner, until the overs are completed or he/she is dismissed. When a run is scored the third batter returns to the batting end to face the next delivery
 - When only the third batter is left batting, if either batter is run out the batting trio [Team A] is all out
- Rotate trios every 6 overs, or when a trio is dismissed, so all trios take turns at batting, bowling and wicketkeeping, and fielding
- The trio with the most runs is the winner, irrespective of how many batters are dismissed
- **Rule variations can include:**
 - ◆ The deduction of a set number of runs when a batter is dismissed [eg. 5-10 runs per dismissal]
 - ◆ The addition of a bonus of 50% of the runs scored to a trios total when no wickets are lost
 - ◆ The addition of a free hit for the next delivery after a wide or no ball is bowled. A free hit means that the batter can only be out by being run out

NUMBER OF PLAYERS	12 – two teams of 6
EQUIPMENT	Normal or modified cricket equipment including 2 sets of stumps, 2 bats, 1 ball
FACILITIES	Outdoors or indoors. Pitch and boundary to be determined by the age and ability of the players
TIME DURATION	45-60 minutes

RULES:

- This game is best played with two teams of 6 players – one six to bat [Team A], the other six to bowl and field [Team B]
- The field placing is the responsibility of each bowler. Fielders can field anywhere, although there must be no more than two on either side of the wicket, and they must be at least 10 metres from the batter on strike
- The normal 'Laws of Cricket' apply, except:
 - ◆ Each innings will consist of six overs, unless all six players in the batting side [Team A] are out before the total number of overs is bowled
 - ◆ Each player in the bowling team [Team B] must bowl 1 over. One player in the team acts as the wicketkeeper
 - ◆ Wides or no balls count as two runs, additional runs can be scored off no balls. Extra balls are bowled for wides and no balls
 - ◆ Batters can be out:
 - **Bowled, caught, hit wicket, stumped, run out. There are no LBWs**
 - ◆ In the event of a team losing 5 wickets within the allocated 6 overs, the sixth batter continues to bat, with the fifth batter out remaining at the wicket as a runner, until the overs are completed or he/she is dismissed. When a run is scored the sixth batter returns to the batting end to face the next delivery
 - When only the sixth batter is left batting, if either batter is run out the batting six [Team A] is all out
 - ◆ Batters retire when they reach 25, but can return and bat again if his/her team are dismissed within the 6 overs
- The team with the most runs is the winner, irrespective of how many batters are dismissed
- **Rule variations can include:**
 - ◆ Increase the number of overs in an innings to 12, so each bowler has 2 overs
 - ◆ The addition of a free hit for the next delivery after a wide or no ball is bowled. A free hit means that the batter can only be out by being run out
 - ◆ The deduction of a set number of runs when a batter is dismissed [eg. 5-10 runs per dismissal]
 - ◆ A batter scoring 10, 15 or 20 runs shall be retired
 - ◆ Any batter failing to score off three consecutive deliveries must retire

NUMBER OF PLAYERS	16 – two teams of 8
EQUIPMENT	Normal or modified cricket equipment including 2 sets of stumps, 2 bats, 1 ball
FACILITIES	Outdoors. Pitch and boundary to be determined by the age and ability of the players
TIME DURATION	75 minutes

RULES:

- This game is best played with two teams of 8 players – one eight to bat [Team A], the other eight to bowl and field [Team B]
- The field placing is the responsibility of each bowler. Fielders can field anywhere, although there must be no more than three on either side of the wicket, and they must be at least 10 metres from the batter on strike
- The normal 'Laws of Cricket' apply, except:
 - ◆ Each innings will consist of eight overs, unless all eight players in the batting side [Team A] are out before the total number of overs is bowled
 - ◆ Each player in the bowling team [Team B] must bowl 1 over. One player in the team acts as the wicketkeeper
 - ◆ All overs are bowled from the same end
 - ◆ Wides or no balls count as two runs, additional runs can be scored off no balls. An extra ball is also bowled after a wide or no ball at which the batter has a 'free hit'. A free hit means that the batter cannot be out bowled, caught, hit wicket or stumped, but can be run out
 - ◆ Players bat and bowl in pairs
 - ◆ Each batting pair face two overs irrespective of the number of times they get out
 - ◆ Batters can be out:
 - **Bowled, caught, hit wicket, stumped, run out. There are no LBWs**
 - If batters get out they simply change ends and continue to bat
- The team with the most runs is the winner, irrespective of how many batters are dismissed
- **Rule variations can include:**
 - ◆ Increase the number of overs in an innings to 16, so each bowler has 2 overs
 - ◆ The deduction of a set number of runs when a batter is dismissed [eg. 5-10 runs per dismissal]
 - ◆ The addition of a bonus of 50% of the runs scored to a pairs total when no wickets are lost
 - ◆ The team that has the highest average score, which is determined by dividing its total number of runs by its total number of dismissals, is the winner

NUMBER OF PLAYERS	16 – two teams of 8
EQUIPMENT	Normal or modified cricket equipment including 2 sets of stumps, 2 bats, 1 ball
FACILITIES	Outdoors. Pitch and boundary to be determined by the age and ability of the players
TIME DURATION	90 minutes

RULES:

- This game is best played with two teams of 8 players – one eight to bat [Team A], the other eight to bowl and field [Team B]
- The field placing is the responsibility of each bowler. There are no restrictions on field placings, although no fielder, apart from the wicketkeeper, must be within 10 metres from the batter on strike
- The normal 'Laws of Cricket' apply, except:
 - ◆ Each innings will consist of 15 overs, unless all eight players in the batting side [Team A] are out before the total number of overs is bowled
 - ◆ No bowler is permitted to bowl more than 3 overs in an innings
 - ◆ Bowling run-ups shall not exceed five metres
 - ◆ Wides or no balls count as two runs, additional runs can be scored off no balls. No extra balls are bowled, except in the last over of an innings
 - ◆ Batters can be out:
 - **Bowled, caught, hit wicket, stumped, run out. There are no LBWs**
 - ◆ In the event of a team losing 7 wickets within the allocated 15 overs, the eighth batter continues to bat, with the seventh batter out remaining at the wicket as a runner, until the overs are completed or he/she is dismissed. When a run is scored the eighth batter returns to the batting end to face the next delivery
 - When only the eighth batter is left batting, if either batter is run out the batting eight [Team A] is all out
 - ◆ Batters must retire when they reach 35, although they may be credited with any additional runs scored off the ball from which the 35th run was scored.
 - Retired batters can return and bat again if his/her team are dismissed within the 15 overs
- The team with the most runs is the winner

NUMBER OF PLAYERS	16 – two teams of 8
EQUIPMENT	Normal or modified cricket equipment including 2 sets of stumps, 2 bats, 1 ball
FACILITIES	Outdoors. Normal pitch and boundary, although reducing the boundary to 40 metres will assist with run scoring
TIME DURATION	90 minutes

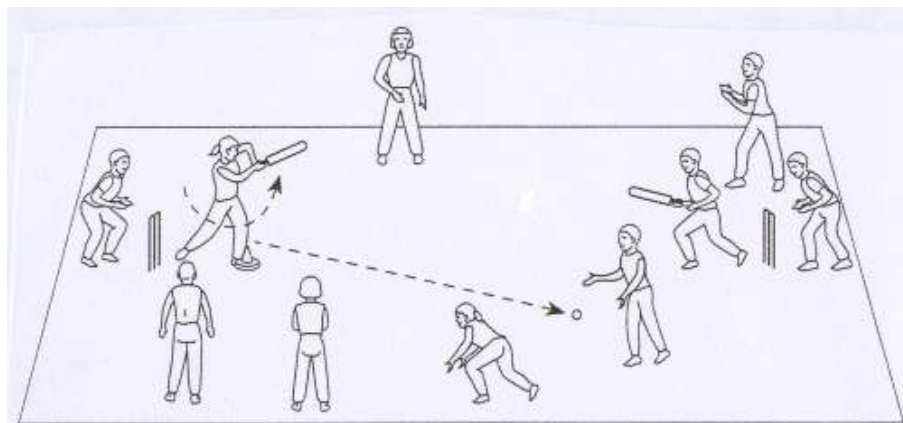
RULES:

- This game is best played with two teams of 8 players– one eight to bat [Team A], the other eight to bowl and field [Team B]
- The field placing is the responsibility of each bowler. There are no restrictions on field placings, although no fielder, apart from the wicketkeeper, must be within 10 metres from the batter on strike
- The normal ‘Laws of Cricket’ apply, except:
 - ◆ Each team has two innings which consist of 7 x 6 ball overs, unless all the players in the batting side are out before the total number of overs is bowled
 - ◆ Each player in the bowling team [Team B], except the wicketkeeper, must bowl 1 over
 - ◆ All overs are bowled from the same end
 - ◆ Bowling run-ups shall not exceed five metres
 - ◆ Wides or no balls count as two runs, additional runs can be scored off no balls. No extra balls are bowled, but the next ball is a ‘free hit’ for the batter. A free hit means that the batter can only be out run out
 - If a free hit immediately following a wide or no ball is also a wide or no ball that ball is called ‘dead’ and 6 runs are added to the batting team’s score
 - If the final ball of the over is a wide or no ball, the over is ended and 6 runs are added to the batting team’s score
 - ◆ Batters can be out:
 - **Bowled, caught, hit wicket, stumped, run out. There are no LBWs**
 - The bowling team [Team B] scores 5 runs each time a batter is out
 - ◆ Only half the team bat in the first innings, the remaining half in the second innings
 - ◆ In the event of a team losing 3 wickets within an innings, the fourth batter continues to bat, with the third batter out remaining at the wicket as a runner, until the overs are completed or he/she is dismissed. When a run is scored the fourth batter returns to the batting end to face the next delivery
 - When only the fourth batter is left batting, if either batter is run out the batting team [Team A] is all out
 - ◆ Batters must retire when they reach 15, although they may be credited with any additional runs scored off the ball from which the 15th run was scored.
 - Retired batters can return and bat again if his/her team are dismissed within the 7 overs
- The team with the highest combined batting and bowling score is the winner

NUMBER OF PLAYERS	16-24 – two teams of 8-12
EQUIPMENT	Normal or modified cricket equipment including 2 sets of stumps, 2 bats, 1 ball
FACILITIES	Outdoors. Pitch and boundary to be determined by the age and ability of the players
TIME DURATION	4 x 30 minutes = 2 hours

RULES:

- The game is best played with two teams of 8 players
- The game is played for four 30 minute quarters, with team A batting in the first and third quarters and team B batting in the second and fourth quarters
- Team A bat for 30 minutes, then bowl the same number of overs they received in the first quarter to team B. The same applies to the third and fourth quarters
- When team A bat again in the third quarter, the players who were batting at the end of the first quarter continue batting, followed by those who did not bat in the first quarter
- If the entire team is dismissed within the allotted batting time, the batting line-up reverts back to the start
- The normal 'Laws of Cricket' apply, except:
 - ◆ Batters can be out:
 - **Bowled, caught, hit wicket, stumped, run out. There are no LBWs**
 - ◆ Only six balls are bowled in an over
 - ◆ Wides or no balls count as two runs, additional runs can be scored off no balls. No extra balls are bowled for wides and no balls
- The team with the most runs at the end of the four quarters is the winner
- **Rule variations can include:**
 - ◆ Marker cones being placed behind each bowling end to designate a bonus area. Any runs scored into this area are doubled in value
 - ◆ Players must retire at a specific score eg. 15, 20 or 25 runs
 - ◆ Bowlers rotate until each has bowled 2 overs
 - ◆ The length of the bowlers' run-ups can be restricted
 - ◆ The playing area can be restricted eg. 40m boundaries
 - ◆ A player receives a free hit after a 'wide' or 'no ball' is bowled, so cannot be dismissed, except by being run out



NUMBER OF PLAYERS	16 – two teams of 8
EQUIPMENT	Normal or modified cricket equipment including 2 sets of stumps, 2 bats, 1 ball
FACILITIES	Outdoors. Normal pitch and boundary, although reducing the boundary to 40 metres will assist with run scoring
TIME DURATION	60 minutes
RULES:	
<ul style="list-style-type: none"> ■ This game is best played with two teams of 8 players – one eight to bat [Team A], the other eight to bowl and field [Team B] ■ The field placing is the responsibility of each bowler. There are no restrictions on field placings, although no fielder, apart from the wicketkeeper, must be within 10 metres from the batter on strike ■ The normal 'Laws of Cricket' apply, except: <ul style="list-style-type: none"> ◆ Each innings will consist of 8 x six ball overs ◆ Each player in the bowling team [Team B] must bowl 1 over ◆ All overs are bowled from the same end ◆ Wides or no balls count as two runs, additional runs can be scored off no balls. No extra balls are bowled but the next ball after a wide or no ball is a 'free hit' for the batter. A free hit means that the batter can only be out by being run out <ul style="list-style-type: none"> • Two lines should be marked [or markers used] at right angles to the crease at the batter's end two-thirds the distance on the offside and half the distance on the legside between the middle stump and the return crease. Any ball not hit that passes outside these indicators is a wide ◆ Players bat and bowl in pairs ◆ Each batting pair face two overs irrespective of the number of times they get out ◆ Batters can be out: <ul style="list-style-type: none"> • Bowled, caught, hit wicket, stumped, run out. There are no LBWs • If batters get out they simply change ends and continue to bat ■ The team with the most runs is the winner ■ Rule variations can include: <ul style="list-style-type: none"> ◆ Increase the number of overs in an innings to 16, so each bowler has 2 overs ◆ The addition of a bonus of 50% of the runs scored to a pairs total when no wickets are lost ◆ Use lines or markers to set up a 30 metre wide rectangular zone 20 metres behind the stumps at the bowler's end back to the boundary. This is the 'Max Zone'. Any runs scored in this zone are multiplied by 2 eg. 2=4, 4=8, 6=12 ◆ The winner is the team with the highest 'team score' which is calculated by multiplying each team's number of runs scored by the number of opposing team's wickets taken 	

NUMBER OF PLAYERS	16-18 – two teams of 8 players, plus an optional 9 th man who is a specialist fielder and can be interchanged during the game
EQUIPMENT	Normal or modified cricket equipment including 2 sets of stumps, 2 bats, 1 ball
FACILITIES	Outdoors. Pitch and boundary to be determined by the age and ability of the players
TIME DURATION	90 minutes

RULES:

- This game is best played with two teams of 8 players
- The normal 'Laws of Cricket' apply, except:
 - ◆ Each innings will consist of 10 overs, unless all the players in the batting side are out before the total number of overs is bowled
 - ◆ No bowler is permitted to bowl more than 2 overs in an innings
 - ◆ Wides or no balls count as two runs, additional runs can be scored off no balls. An extra ball is also bowled after a wide or no ball at which the batter has a 'free hit'. A free hit means that the batter cannot be out bowled, caught, LBW, hit wicket or stumped, but can be run out
 - Two lines should be marked [or markers used] at right angles to the crease at the batter's end at a distance of 60cm on the offside and 45cm on the legside between the middle stump and the return crease. Any ball not hit that passes over or outside these indicators is a wide
 - ◆ Batters can be out:
 - **Bowled, caught, LBW, hit wicket, stumped, run out**
 - ◆ Use lines or markers to set up a 40 metre wide rectangular zone 30 metres behind the stumps back to the boundary at each end. This is the 'Max Zone'. Any runs scored in front of the stumps in this zone are multiplied by 2 eg. 2=4, 4=8, 6=12
 - ◆ The field placing is the responsibility of each bowler. There are the following restrictions on field placings:
 - In the first 5 overs of the innings only 2 fielders are allowed on the boundary
 - In the last 5 overs of the innings only 4 fielders are allowed on the boundary
 - ◆ If a fielder attempts a run out and the ball hits the stumps that ball is deemed 'dead' and no further runs may be scored
- The team with the most runs is the winner

NUMBER OF PLAYERS	20 – two teams of 10
EQUIPMENT	Normal or modified cricket equipment including 2 sets of stumps, 2 bats, 1 ball
FACILITIES	Outdoors. Pitch and boundary to be determined by the age and ability of the players
TIME DURATION	90 minutes

RULES:

- This game is best played with two teams of 10 players – one ten to bat [Team A], the other ten to bowl and field [Team B]
- The field placing is the responsibility of each bowler. Fielders can field anywhere, although there must be no more than four on either side of the wicket, and they must be at least 10 metres from the batter on strike
- The normal 'Laws of Cricket' apply, except:
 - ◆ Each innings will consist of ten overs, unless all ten players in the batting side [Team A] are out before the total number of overs is bowled
 - ◆ Each player in the bowling team [Team B] must bowl 1 over. One player in the team acts as the wicketkeeper
 - ◆ All overs are bowled from the same end
 - ◆ Wides or no balls count as two runs, additional runs can be scored off no balls. An extra ball is also bowled after a wide or no ball at which the batter has a 'free hit'. A free hit means that the batter cannot be out bowled, caught, hit wicket or stumped, but can be run out
 - ◆ Players bat and bowl in pairs
 - ◆ Each batting pair face two overs irrespective of the number of times they get out
 - ◆ Batters can be out:
 - **Bowled, caught, hit wicket, stumped, run out. There are no LBWs**
 - If batters get out they simply change ends and continue to bat
- The team with the most runs is the winner, irrespective of how many batters are dismissed
- **Rule variations can include:**
 - ◆ Increase the number of overs in an innings to 20, so each bowler has 2 overs
 - ◆ The deduction of a set number of runs when a batter is dismissed [eg. 5-10 runs per dismissal]
 - ◆ The addition of a bonus of 50% of the runs scored to a pairs total when no wickets are lost
 - ◆ The team that has the highest average score, which is determined by dividing its total number of runs by its total number of dismissals, is the winner

NUMBER OF PLAYERS	20 – two teams of 10
EQUIPMENT	Normal or modified cricket equipment including 2 sets of stumps, 2 bats, 1 ball
FACILITIES	Outdoors. Pitch and boundary to be determined by the age and ability of the players
TIME DURATION	120 minutes

RULES:

- This game is best played with two teams of 10 players – one ten to bat [Team A], the other ten to bowl and field [Team B]
- The field placing is the responsibility of each bowler. There are no restrictions on field placings, although no fielder, apart from the wicketkeeper, must be within 10 metres from the batter on strike
- The normal 'Laws of Cricket' apply, except:
 - ◆ Each innings will consist of 20 overs, unless all ten players in the batting side [Team A] are out before the total number of overs is bowled
 - ◆ No bowler is permitted to bowl more than 4 overs in an innings
 - ◆ Bowling run-ups shall not exceed five metres
 - ◆ Wides or no balls count as two runs, additional runs can be scored off no balls. No extra balls are bowled, except in the last over of an innings
 - ◆ Batters can be out:
 - **Bowled, caught, hit wicket, stumped, run out. There are no LBWs**
 - ◆ In the event of a team losing 9 wickets within the allocated 20 overs, the tenth batter continues to bat, with the ninth batter out remaining at the wicket as a runner, until the overs are completed or he/she is dismissed. When a run is scored the tenth batter returns to the batting end to face the next delivery
 - When only the tenth batter is left batting, if either batter is run out the batting ten [Team A] is all out
 - ◆ Batters must retire when they reach 35, although they may be credited with any additional runs scored off the ball from which the 35th run was scored.
 - Retired batters can return and bat again if his/her team are dismissed within the 20 overs
- The team with the most runs is the winner

NUMBER OF PLAYERS	22-24 – two teams of 11 players, plus an optional 12 th man who is a specialist fielder and can be interchanged during the game
EQUIPMENT	Normal or modified cricket equipment including 2 sets of stumps, 2 bats, 1 ball
FACILITIES	Outdoors. Pitch and boundary to be determined by the age and ability of the players
TIME DURATION	4 x 45 minutes = 3 hours

RULES:

- This game is best played with two teams of 11 players
- The normal 'Laws of Cricket' apply, except:
 - ◆ Each team has two innings which consist of 10 overs, unless all the players in the batting side are out before the total number of overs is bowled
 - ◆ Each bowler can bowl a maximum of 4 overs each in the match. There are no restrictions per innings
 - ◆ Wides or no balls count as two runs, additional runs can be scored off no balls. An extra ball is also bowled after a wide or no ball at which the batter has a 'free hit'. A free hit means that the batter cannot be out bowled, caught, hit wicket or stumped, but can be run out
 - Two lines should be marked [or markers used] at right angles to the crease at the batter's end at a distance of 60cm on the offside and 45cm on the legside between the middle stump and the return crease. Any ball not hit that passes over or outside these indicators is a wide
 - ◆ Batters can be out:
 - **Bowled, caught, LBW, hit wicket, stumped, run out**
 - ◆ Use lines or markers to set up a 40 metre wide rectangular zone 30 metres behind the stumps back to the boundary at each end. This is the 'Max Zone'. Any runs scored in front of the stumps in this zone are multiplied by 2 eg. 2=4, 4=8, 6=12
 - ◆ The field placing is the responsibility of each bowler. There are the following restrictions on field placings:
 - In the first 5 overs of each innings only 2 fielders are allowed on the boundary and 2 fielders must be in catching positions 10-12 metres from the striking batter
 - In the last 5 overs of each innings only 4 fielders are allowed on the boundary
 - ◆ If a fielder attempts a run out and the ball hits the stumps that ball is deemed 'dead' and no further runs may be scored
- The team with the most runs at the end of the four innings is the winner

NUMBER OF PLAYERS	22 – two teams of 11 players
EQUIPMENT	Normal or modified cricket equipment including 2 sets of stumps, 2 bats, 1 ball
FACILITIES	Outdoors. Pitch and boundary to be determined by the age and ability of the players
TIME DURATION	180 minutes

RULES:

- This game is best played with two teams of 11 players
- The normal 'Laws of Cricket' apply, except:
 - ◆ Each team has one innings which consists of 20 overs, unless all the players in the batting side are out before the total number of overs is bowled
 - ◆ Each bowler can bowl a maximum of 4 overs each
 - ◆ Wides counts as one run. An extra ball is bowled after a wide
 - Two lines should be marked [or markers used] at right angles to the crease at the batter's end at a distance of 60cm on the offside and 30cm on the legside between the middle stump and the return crease. Any ball not hit that passes over or outside these indicators is a wide
 - ◆ No balls count as two runs, additional runs can be scored off no balls. An extra ball is also bowled after a no ball at which the batter has a 'free hit'. A free hit means that the batter cannot be out bowled, caught, hit wicket or stumped, but can be run out
 - ◆ Batters can be out:
 - **Bowled, caught, LBW, hit wicket, stumped, run out**
 - ◆ The field placing is the responsibility of each bowler. There are the following restrictions on field placings:
 - There must be no more than 5 fielders on the legside, with no more than two behind square leg
 - Use lines or markers to set up two semi circles centred on middle stump each with a radius of 30 metres and joined by a parallel line on each side of the pitch
 - In the first 6 overs of each innings only 2 fielders are allowed outside the this fielding circle and at least 2 fielders must be in catching positions 15 metres from the striking batter
 - For the remaining overs of each innings only 5 fielders are allowed outside the fielding circle
- The team with the most runs at the end of both innings is the winner

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