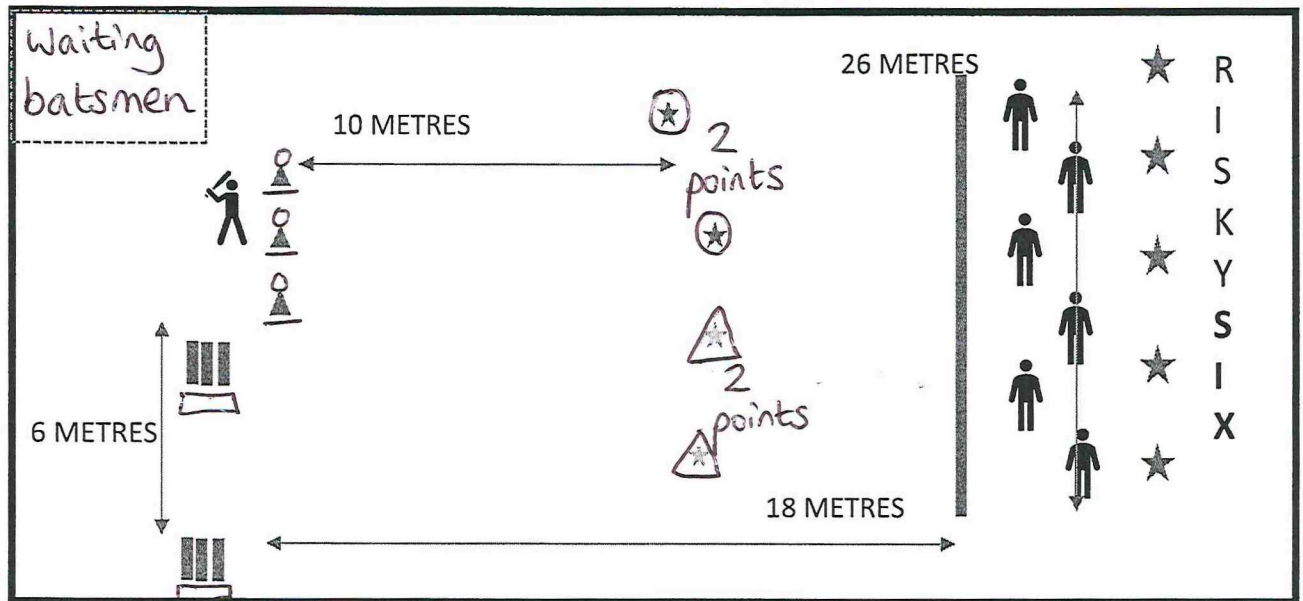


3 Tees Cricket



- YEAR 1 & 2
- Team of 6 – at least 2 boys and 2 girls (max in a team = 8)

Equipment:

- 3 batting tees
- 2 sets of stumps
- 3 tennis balls
- 1 cricket bat – different sizes depending on player
- Cones
- Safety line – rope, black roll down line, use cones

• 3 spots

DO'S

- The first batter has to hit the 3 balls straight as hard/light as they like whilst the fielders are frozen
- If the batter hits the ball through one of the scoring zones, they receive a bonus 2 runs
- If they hit the ball over the fielders line without bouncing, they receive a bonus 6 runs
 - if the fielder catches this ball behind the line (they can move to do this) the fielders receive 6 runs = RISKY SIX
- As soon as all 3 have been hit, the batter runs around the stumps as quick as they can
- The fielders have to collect all of the balls and tees and return them to where they started. They then run back to their line and shout STOP
- When all 6 batters have had a go, the teams switch over.
- The team with the most runs win
- If there's a draw, the team can select 1 person from each team to go again. The most runs wins

DON'TS

- Hit backwards
- Hit sideways – if hit sideways, get the ball back and try again
- Move to stop the ball if it rolls along the ground whilst the balls are being hit

3 Tees Score Sheet

Batter : 2 runs if struck along floor through gates. 6 runs if hit in air over boundary. 1 run for every run taken between wickets.

Fielder: 6 runs if catch ball in the air behind the boundary.

Team A Vs Team B

Team Batting First

	<u>Name (Optional)</u>	<u>Bonus Runs</u>			<u>Batters Score</u>	<u>Running Total</u>
<u>Batsman 1</u>						
<u>Batsman 2</u>						
<u>Batsman 3</u>						
<u>Batsman 4</u>						
<u>Batsman 5</u>						
<u>Batsman 6</u>						
<u>Catches when fielding</u>						

Team Total _____

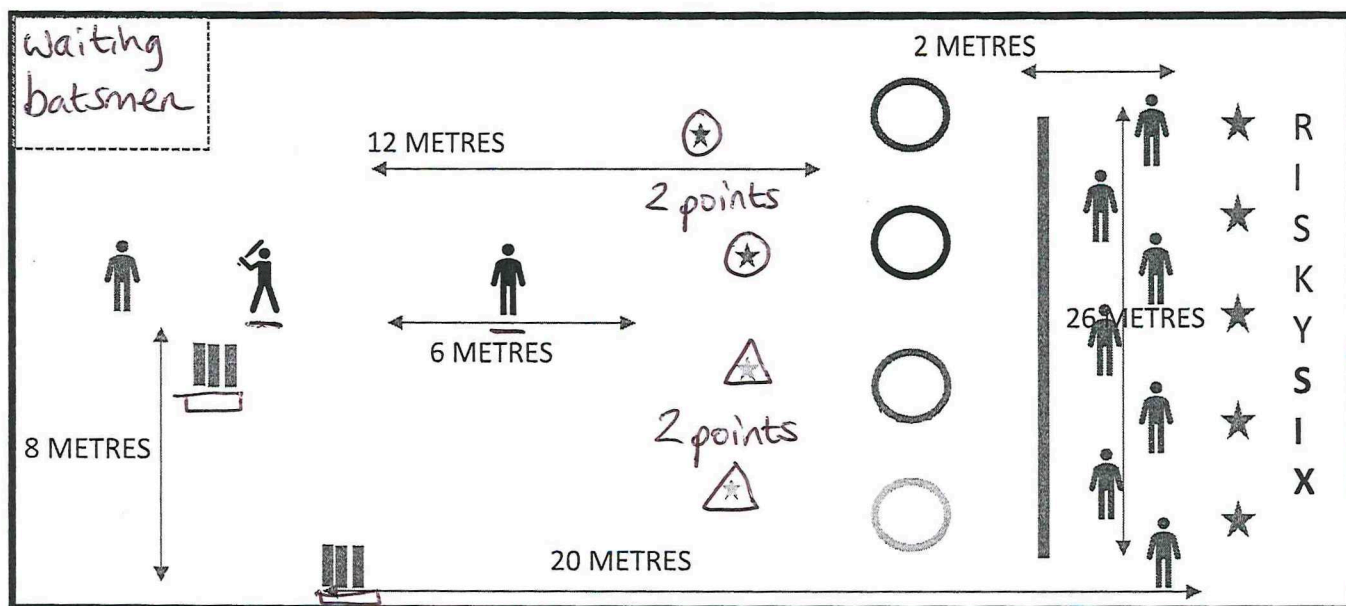
Team Batting Second

	<u>Name (Optional)</u>	<u>Bonus Runs</u>			<u>Batters Score</u>	<u>Running Total</u>
<u>Batsman 1</u>						
<u>Batsman 2</u>						
<u>Batsman 3</u>						
<u>Batsman 4</u>						
<u>Batsman 5</u>						
<u>Batsman 6</u>						
<u>Catches when fielding</u>						

Team Total _____

Winning Team

Rapid Fire



- YEAR 3 & 4
- Team of 8 – at least 2 boys and 2 girls

(max in a team = 10)

Equipment:

- 4 hoops
- 4 tennis balls
- 2 sets of stumps
- 1 cricket bat – different sizes depending on player
- Cones
- Something to represent a fielding line – cones, black roll down line

DO'S

- Batters come out in pairs, one to underarm feed 4 balls and the other to hit them towards the fielders
- Batter has to try and hit the ball as straight as they can
- If they hit the ball through the scoring gates, an extra 2 points are awarded. If they hit the ball over the fielders line without bouncing, they receive a bonus 6 runs.
 - If the fielder catches this ball behind the line (they can move to do this) the fielders receive 6 runs = RISKY SIX
- As soon as all 4 have been hit, the batter runs around the stumps as quick as they can
- The fielders have to collect all of the balls and pass them to each other until they catch it in the hoop
- When all the balls are in the hoops, the fielders shout STOP, holding the balls in the air
- The pair of batters then switch over and go again
- The team with the most runs win
 - If there's a draw, the team can select 1 person from each team to go again. The most runs wins.

DON'T'S

- Hit backwards
- Hit sideways – if hit sideways, the ball is collected and thrown again.
- Move to stop the ball if it rolls along the ground before the 4th ball is hit
- When fielding, the fielders cannot move with the ball – play Netball to get to the hoops
- Roll the ball to a person in the hoop – has to be a clean catch
- Move to collect the balls as a wicket keeper – have to wait until the 4th ball to start collecting

Rapid Fire Score Sheet

Team 1 - _____

Batsman	Bonus Runs				Total runs scored	Cumulative total
1.						
2.						
3.						
4.						
5.						
6.						
7.						
8.						

Team 1 fielding extras:

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Team 2 - _____

Batsman	Bonus Runs				Total runs scored	Cumulative total
1.						
2.						
3.						
4.						
5.						
6.						
7.						
8.						

Team 2 fielding extras:

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Final results:

Winner –

Runner up –