# The "Oakfield Game" – street20 tournaments and games-based learning

The street20 format provides structure for practice games, whilst allowing maximum involvement for all players. A game typically takes 15 minutes to complete indoors, longer (20 minutes) outdoors, so a three- or four-team tournament can easily be completed in an evening, with time for coaching and discussing tactics in between games.

The intention in games-based learning is always to allow the players to learn for themselves by making practice as much like the game as possible.

To achieve that, the games should always be allowed to continue uninterrupted, if at all possible. Coaching points can be emphasised at the end of each game – never during a game, unless a safety issue needs to be raised.

More traditional "skills" sessions can be run before a tournament, or even between games, to introduce a new tactical variant (see below) for the next game.

## *Playing area for street20 - outdoors*
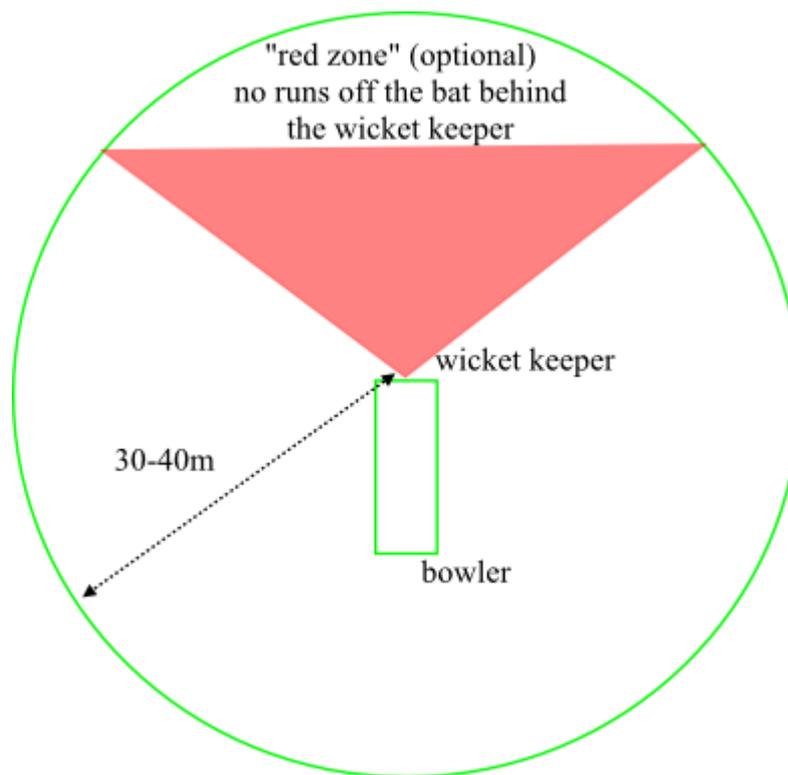


Where there are an odd number of teams, the side that is not playing should provide umpires and "retrievers" *outside the boundary*, to return boundary hits; umpires and retrievers should rotate to as new position at the fall of a wicket and the end of the first innings.

## *Variants*

– The "Oakfield Game" (pairs)

Batters bat in pairs; each pair faces two overs each – this means that the innings will last for 24 balls (6x4), rather than the regulation 20.
Batters lose 3 runs each time they are bowled, caught, run out or hit wicket; they are *not* dismissed, and continue to bat for the two overs.

If the fielding side has an odd number of fielders (excluding the wicket-keeper), either
   a) Nominate one fielder to bowl two overs
      a. The nominated bowler must not bowl consecutive overs.
      b. A different bowler should be nominated in each game of the tournament.
   b) Allow the wicket-keeper to bowl one over (less favoured – it takes time to swap the keeper out)

– The "Oakfield game" (dismissals)

Batsmen bat in pairs, but are dismissed if they are bowled, caught, run out or hit wicket.
The batting order for each team should remain the same throughout the tournament.

After each *game*:
   a) If the batters have been in for less than two overs at the end of the game, they open the innings in the next game.
   b) If the batters have been in for two overs or more at the end of the game, they must retire, and the next batters in the order open next the innings.

## *Tactical variants*

Tactical variants can be related to a skill that has been practised earlier in the session, or chosen to add a new challenge.

Only one tactical variant should normally be applied to each game, and the same tactical variant should remain in place for the entire game. A new tactical variant can be chosen for each game in a tournament, however.

The variants below are just examples, but do highlight the key feature of rewarding a specific (cricketing) skill.

## Tactical variant examples:
   1) "Find the gaps" – batters score double runs if they can hit through a designated target area on the boundary (say 20m wide; normally straight behind the bowler but can be varied – between matches – to reward different strokes).
      a. To encourage execution of specified strokes;
      b. To encourage bowlers to deny scoring opportunities in specified areas.
   2) "Hit the stumps" – bowlers score bonus (+3 runs to own team's score) for hitting the stumps.
      a. To reward accurate bowling.
   3) "Run hard" – double the score for runs off the bat other than boundary hits (4s & 6s).
      a. To encourage positive running and good calling.
   4) "Keep them out" – batters score 2 runs if they can play the ball softly and keep it within (say) 5m of the crease.
      a. To reward defensive play (possibly as an incentive for those less able to hit to the boundary).