

## Relay cricket – a simple game-variant for Early & Basic CGBL

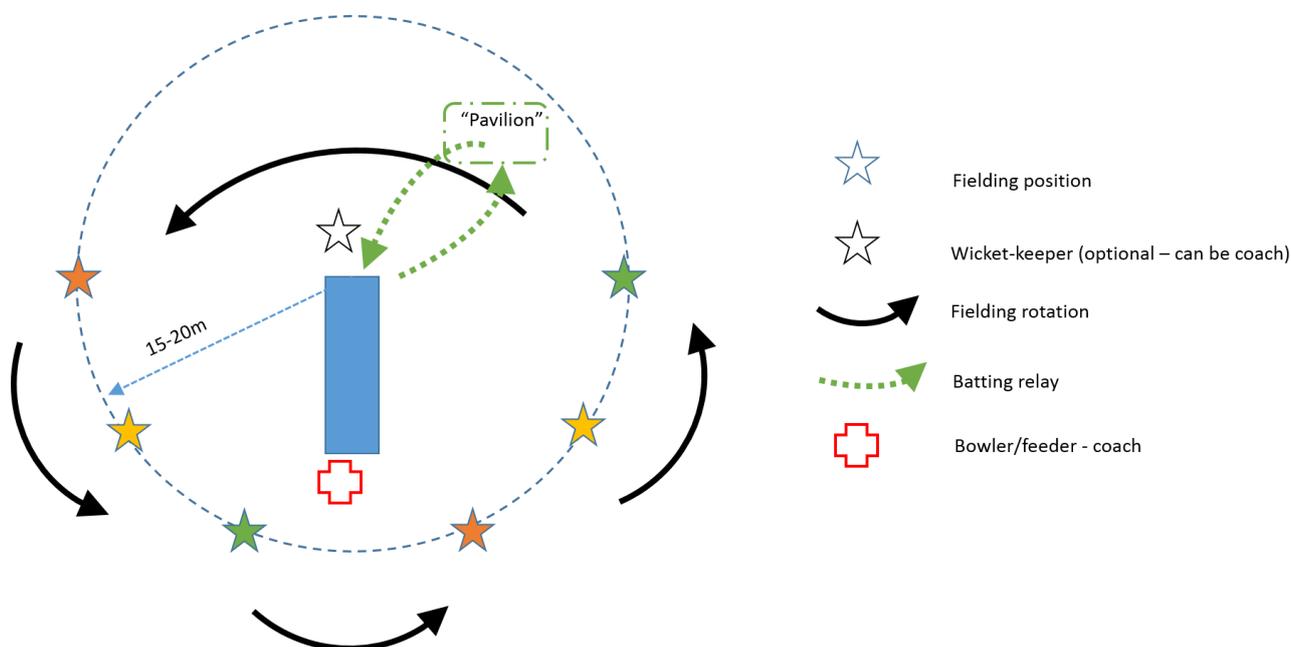
One of the hardest thing to do in a game-variant is often to make sure that every player gets a chance to bat, without entirely reducing the jeopardy of dismissal. Relay cricket goes some way to addressing this challenge, by not allowing any batsman to stay at the crease for more than 3 deliveries.

As with all games-based learning, the intention 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.

Relay cricket, and its close-relative “Jail-break cricket”, sits well within the Whole-Part-Whole session structure – more traditional “skills” sessions can be run as the “part” component, with appropriate rewards for displaying the appropriate skill in the subsequent game.

### ***Playing relay cricket***



Key to the game is that the players are constantly on the move – batters relay each other, and fielders only stand in one position for as long as one batter is in.

It is important to have a consistent feed, so the batters get a chance to hit – probably a coach should do this.

## **Playing rules**

After one hit, or three misses (deliveries which are not hit, but which are within reach of the batter and appropriate to any pre-designated stroke), the batter at the crease returns to the end of the batting line-up in the “pavilion”, to be replaced by a colleague.

Hit-and-run – after each successful hit, the batter must run to the bowler’s end to score a run.

Running for overthrows is definitely allowed; running byes and leg byes generally not (as these constitute a “miss”).

Fielders rotate one position as each new batter comes to the crease.

## **Playing area**

Whatever is available – a 20m circle works well for the inner-ring, but as long as the fielders start further from the batter than the feeder, the batters have a chance to complete a run.

In general, I would suggest that only hits in front of the wicket are allowed, so there is somewhere for the “pavilion” that is not “in play”, but 360° (or 270°, excluding the 90° arc immediately behind the batter’s wicket) is certainly possible.

## **Variants**

As many as you can think of...

The basic set-up works well with the “Lord’s Game” rules – just set up the fielding team(s) in the appropriate direction for the stroke(s) being tested.

## **Too many players?**

If you have a lot of players, restrict the teams to 5-6 players (so no-one has to wait for more than five team mates to bat before getting another turn at the crease), but have the batting side play against *all* of the fielding teams.

Set-up inner and outer rings for the fielders; fielders rotate around their own fielding ring, then move to bat (if already on inner ring) or to inner ring (if in outer ring); batting team go to outer fielding ring on completion of their innings.

## **Varying skill sets?**

Differentiation is always a challenge with a mixed ability group.

- Introduce “bonus zones” (hit the target area and get double points) or introduce boundaries to engage the more able players;
- introduce “jeopardy” – double runs if you nominate the target and hit it, zero runs if you nominate but then fail to hit it.

For weaker batters, allow 2 attempts to hit a moving ball, then move to drop feed or hitting from a tee.