



HOWZAT!

Games - General

Name: Batter v Fielder

Aim:

To acquire and develop intercepting fielding skills and also to improve running between the wickets.

To select and apply skills and tactics to reduce the amount of runs scored when fielding and to increase the amount of runs scored when running.

To evaluate and improve performance by observing others perform and by listening to and following instruction. By analysing individual performance to identify areas of improvement.

Organisation:

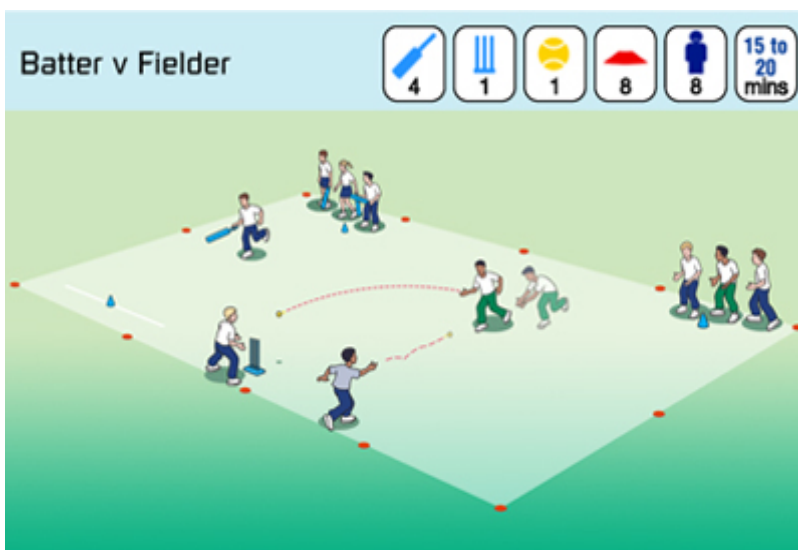
Groups of 8 are organised as illustrated. The coach or teacher rolls the ball out slowly to the fielding team. Player 1 of the fielding team attacks the ball and throws underarm at the base of the stumps. At the same time player 1 of the batting team runs down the grid to attempt to reach the crease level with the stumps. If the running batter beats the throw they are awarded 1 point. If the fielding team hits the stumps before the batter reaches the crease they are awarded 1 point. A set number of repetitions or completion of innings will determine the length of the game. The team with the most points overall are deemed winners.

Technique:

When running between the wickets: Run hard; Reach out with the bat; Slide the bat in over the crease; If the ground is suitable a dive may be used. When fielding: Attack the ball; Get low early; Maintain balance; Watch the ball; Pick up outside of throwing foot; Throwing hand arm and body follow through to target; Aim at the base of the stumps.

Adaptation/Variation:

Increase/decrease running and fielding distances; Use different balls.



Equipment:

Players: groups of 8;

Tennis balls: - 1 per group;

Cones: – 6;

Stumps: - 1 set;

Time: 15 - 20 mins;