

Cricket Knowledge Organiser

Key Skills:

Batting	A skill which allows the bat to contact the ball. Correct grip to be used, stance in the 'ready' position, back-lift and shot selector.
Throwing	A technique to field the ball to the correct position at the correct pace and direction.
Catching	The ability to get in the correct position for the batter to hit (low/high catching technique).
Bowling	A technique to deliver the ball in the correct position for the batter to hit.
Match play	A skill used to understand the basics of the game, the scoring, the rules and the player's positions.

Match:

- The aim of the game is for the batters to score runs.
- The game begins with one team fielding and one team batting.
- A complete game can last until the fielders get the batters out or by a set of overs.

Pitch:

- The pitch is a large area, usually made of grass, which has a strip called the wicket where the batters run along.
- At each end of the wicket are a set of stumps.

Common fouls:

- A 'no ball' occurs if a ball is illegally bowled; examples include high, wide or dangerously bowled balls. The ball is then retaken.

Key Terms

Tactical Skills

- Changing speed
- Changing direction
- Awareness of others
- Timing
- Decision making
- Team work

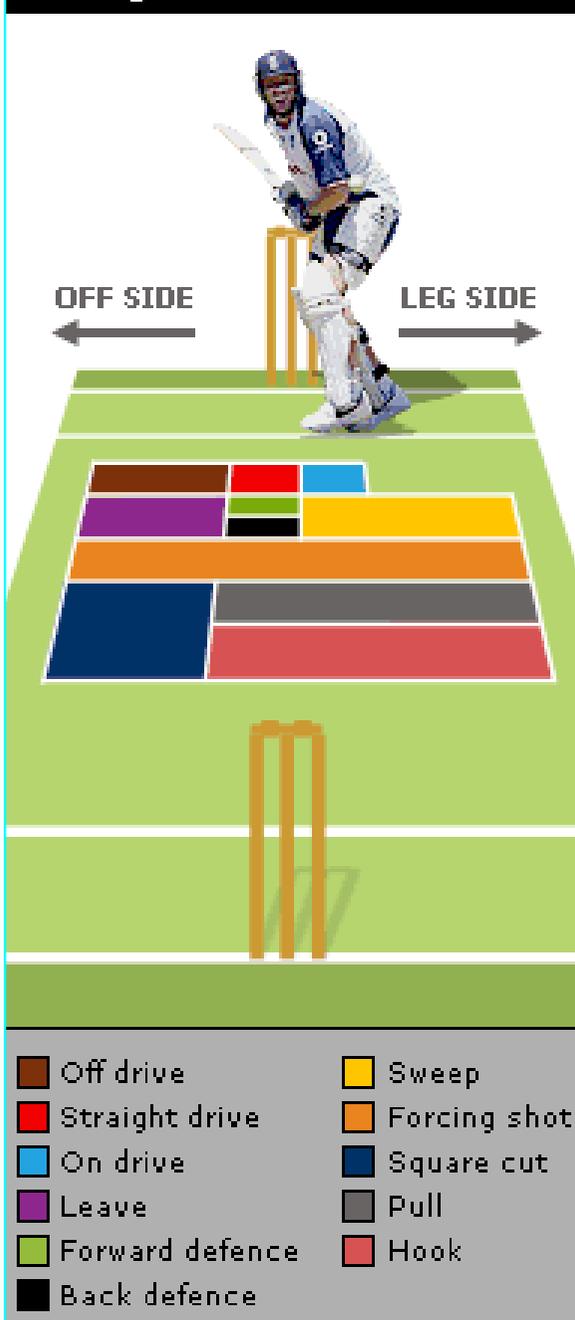
Physical Fitness

- Coordination
- Agility
- Reaction time
- Power
- Strength
- Speed
- Flexibility

Equipment

- Cricket bat
- Cricket ball
- Stumps
- (Wooden/plastic available)

Batting stroke selection



Continuous Kwik Cricket

- Continuous Kwik cricket can be played by two teams of five to six players who take turns to bat for a set period of time - 10 minutes each for example.
- Continuous kwik cricket is played using one set of stumps (wicket) and two cones, one of which is positioned at a distance to the left side of the wicket and the other to the right hand side of the wicket (to suit both left handed and right handed players)
- Runs are scored in continuous kwik cricket by running around one of the cones (the batter is allowed to run more than once in order to score extra runs). The batter has to run whether or not the ball is hit.
- The bowler has six balls to bowl for their turn and should bowl underarm from a minimum distance of 10 metres. After six balls have been played, another kwik cricket team player should take a turn at bowling.
- The batter is out when bowled out, run out or caught out. Once out, the next batter takes their turn.
- The waiting batters take turn to umpire and keep the score of continuous kwik cricket. The kwik cricket team with the most runs wins.

