Diamond Cricket

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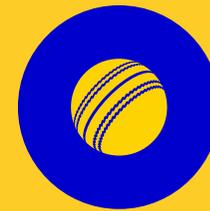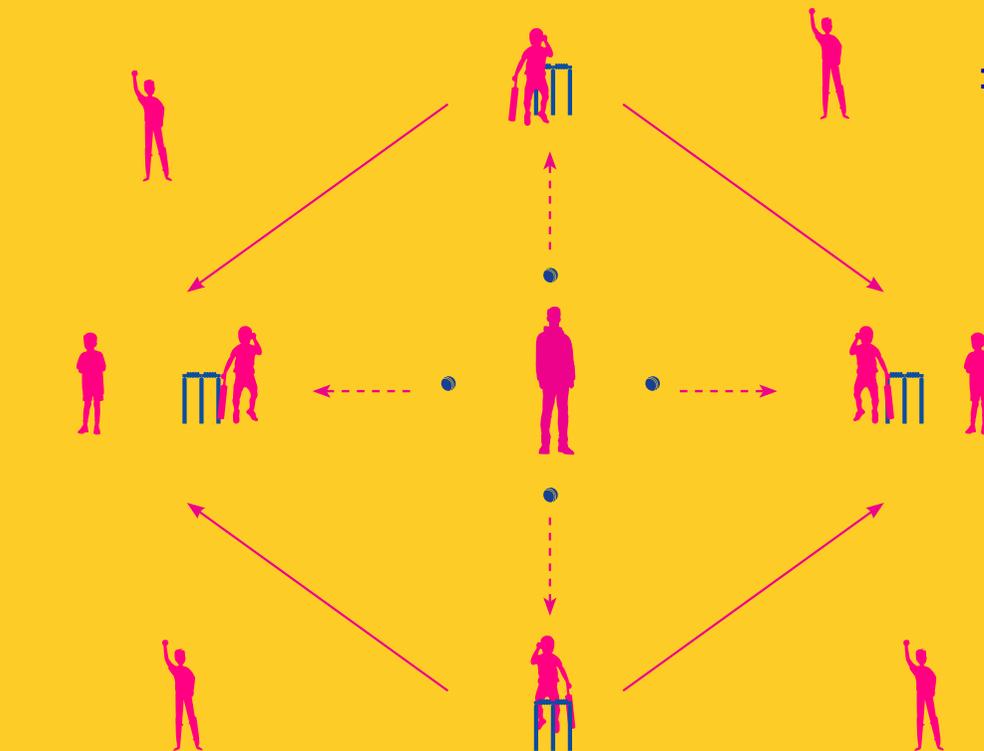
Individual & Group Scoring

Teams score a run every time they pass a set of stumps or when they complete a whole circuit. Teams of 4 can stay until all players are out or swap individuals each time they are out.

INTRODUCTION GAME

Aim:

1. Improve ability to strike the ball.
2. Develop running communication for batters.
3. Develop focus on urgent fielding to get the ball in.

Equipment:

4 stumps set in a diamond shape with cones between each to make up the diamond. There are 4 batters that each need a bat and the game is played with one ball.

Organisation:

1. Activator stands in the middle and can bowl at any of the four batters.
2. Fielders start outside the cones making up the diamond area for safety.
3. Fielders retrieve the ball and return it to the bowler, who can bowl immediately.
4. All batters run anticlockwise while the ball is being fielded
5. Batters can be out caught, bowled or run out
6. Rotate when all 4 batters are out

Change it - Easier/Harder

Easier: Reduce the speed of the ball/feed. Give time for players to make ground before feeding. Allow batters to be out more than once.

Harder: Rotate all batters when they lose one wicket. Feed the ball harder and more accurately. Increase the size of the diamond.

Undestanding the game

This game is a great opportunity to talk about the importance of clear communication when batters are running. Designate the batter that hits the ball as the person who decides on running. Challenge them to say "Yes" when they run, "No" when no run is available and "Wait" when they aren't sure.

Get the adults involved:

Why not play grown ups v Dynamos in this game? Obviously make sure you bowl a bit quicker at the grown ups though.