Great Length Bowling

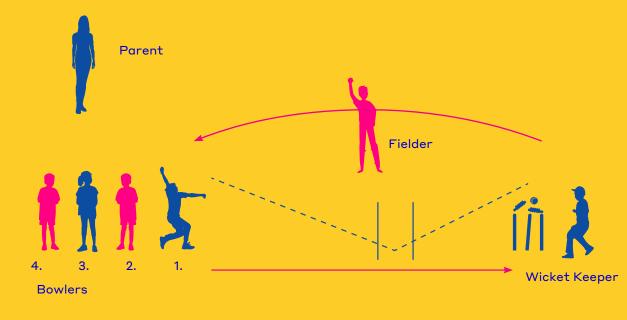
Bowl like Kate Cross & Jofra Archer

- 1. Just let players have a go bowling in the game
- 2. Introduce scoring system, and ask players to score themselves
- **3.** Try to beat their first individual score

Group

Scorina:

- 4. Ask the group to choose a team name and work out their team score
- 5. Pace race vs other aroups their team score plus time trial bonus points



Individual **0 point:** the ball is bowled and reaches the wicket keeper **2 points:** the ball bounces once outside the "good length" zone **3 points:** the ball bounces once inside the "good length" zone

Aim:

To continue to develop the bowling action. Learn to develop an understanding of how far up the pitch that players should aim to bowl the ball - learn about 'length' in cricket.

BOWLING Equipment:

1 set of Stumps per 6, Cones, Min. 3 balls per 6

Organisation:

- **1.** Set up a group of up to 3-6 players as per the diagram, across a pitch roughly 15 yards long
- 2. The bowler will bowl the ball, aiming to pitch / bounce the ball in the "good length" zone and rotate through the different positions as the diagram suggests: Bowler > Wicket Keeper > Fielder > Bowling Queue
- **3.** Players will continue rotating until they have bowled at least 5 balls each in each round
- **4.** After each round, bring the children together and ask them to discuss how they could improve their individual/team score.

Change it - Easier/Harder

Easier: 1. Introduce underarm bowling **2.** Bowl overarm but standing still 3. Remove stumps as a target 4. Move the target closer / allow the child to bowl from closer

Harder: 1. Progress to introducing a bowling run up 2. Reduce the number of stumps to make a smaller target 3. Bring an adult in to act as a batter to block the ball

Understanding the Game

Introduce the concept of a 'no ball'. A ball can only bounce once, or reaches the batter below their waste. Teach the umpire signal that goes with it, one arm outstretched to vour side.

Get the adults involved:

Ask parents to help by signalling when a no ball occurs.

HUNDRED