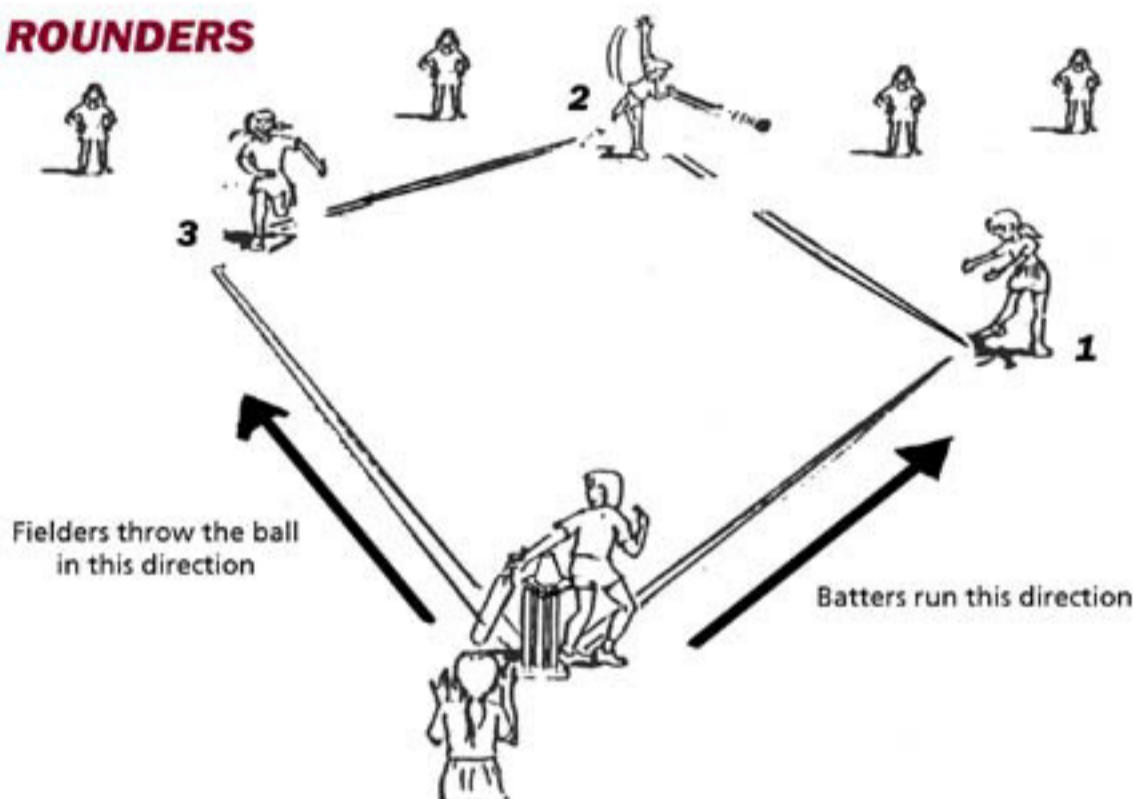


Modified Games - Advanced 1

Equipment: 1 tee, 2 bats, 2 sets of stumps per group.

CRICKET ROUNDERS



Option 1: Have 2 teams of even numbers (8 to 10 ideal).

1 team bats the other fields. Batters take turns at hitting the ball off the batting tee, running around the markers in an anti clockwise direction. They get 1 run every time they make it back to home base before the ball gets back to the wicketkeeper. The fielders' objective is to get the ball back to home base as fast as possible by throwing and catching the ball to third base to begin with and then in a clockwise direction around the bases to the people fielding on the bases (second base, first base, home base/wicketkeeper). Once the ball is back to the wicketkeeper they hit the stumps, appeal and the batter stops running. It is then the next batters turn. Once all the batters have had a turn the teams swap over. The team with the most successful runs wins.

Option 2:

Double chance rounders rules are the same as option 1 except that the fielding team bowls the ball to the batters. If the batter misses the ball or it is too wide to hit they then get a second chance by hitting the ball off the batting tee and running.