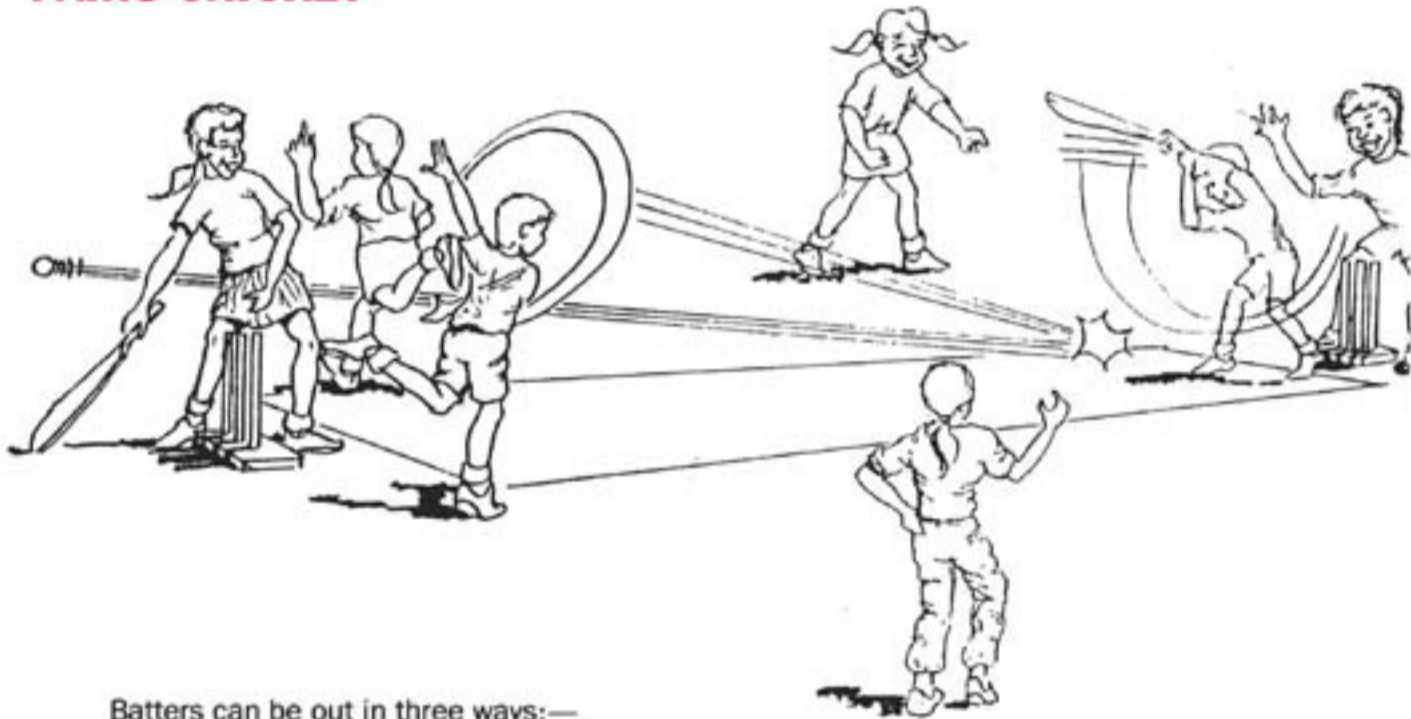


Modified Games - Intermediate 3

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

PAIRS CRICKET



Batters can be out in three ways:—

1. **Bowled** if the ball hits the wicket or base.
2. **Caught** if the ball is caught by any of the fielders before it hits the ground.
3. **Run Out** if the batter does not reach their 'safe ground' before the ball hits the stumps.

(NO Leg Before Wicket)

IF BATTERS GO OUT THEY SIMPLY SWAP ENDS AND CONTINUE TO BAT.

After two overs (6 balls per over, therefore 12 balls per pair), the batting pair retire and the next number pair have their turn to bat.

SO EVERYONE GETS TO BAT, AND EVERYONE GETS TO BOWL

Each student bowls one over of 6 balls while their partner wicketkeeps at the batter's stumps. After they have completed their over, they swap with their partner to wicketkeep, and their partner bowls.

YOU CAN BOWL OVER-ARM OR UNDER-ARM

The ball must be bowled (with a straight arm), not thrown. If a pair is not batting or bowling, they are fielding, so there is no time spent doing nothing.

THE IDEA OF THE GAME IS TO SCORE AS MANY RUNS AS POSSIBLE IN YOUR TURN AT BAT, BUT IS NOT 'TIPPITY' RUN.

You do not have to run if you hit the ball. If the ball is missed, batters may still run.