

"NON-STOP"/CONTINUOUS CRICKET

- Divide the players into groups of 10 or 12 and divide each group into two equal teams
- Each team bats for a set period of time (e.g. 8-10 minutes)
- Bowler bowls underarm from a minimum of 10 metres
- Each bowler has six deliveries before being replaced
- Batter has to run whether or not the ball is hit and may run more than once
- Batter has to run around a cone (two are provided, one on each side, to cater for left- and right-handers)
- Fielders throw the ball underarm back to the bowler, as quickly as possible, who bowls when ready
- The batter is out when bowled, caught or hit wicket, and the next batter moves in quickly to take their place
- A batter who is not out after facing six balls must change with the next batter
- The team with the most runs wins
- Batters take turn to umpire and score.

Easier / harder

- Decrease / increase
 - the length of the pitch
 - the size of the wicket
 - distance between cones & wicket

Including disabled children

- Vary distance batters need to cover
- Reduce stumps
- Have fewer fielders or have them stand further back or further apart
- Use a larger ball
- Allow adapted or single-handed grip
- Measure score by distance hit
- Fielders work in pairs: one stopping, one returning
- Batter may use a runner

