

RUN THEM OUT (Intercepting game)

- Divide the players into groups of eight
 - Divide each group into two equal teams
 - Set out the activity as shown below
 - One team running between the wickets
 - One team fielding & returning ball to a WK
 - WK rolls ball into fielding area (6 to 12 m)
 - As soon as ball is rolled, batter tries to reach the far crease and back (two runs)
 - Fielder runs and tries to hit the wicket with the ball or return the ball to WK to stump the wicket before the batter has completed two runs - attempting to run the batter out
 - Single runs do not count so no runs are scored when a batter is out
 - Winning team is the team with more runs.
- including disabled children
 - Reduce distance between wickets for some batters or allow a runner
 - Batter performs alternative skill, e.g. toss & catch, or hit balls off a tee. Count number of hits before ball hits stumps
 - Field closer to the wicket
 - 'Buddy' can feed ball to player who aims at the wicket
 - Increase target, e.g. two sets of wickets together
 - Give specific role, e.g. wicket keeper (WK).

