

## THE "LORD'S GAME"

- 2 teams of 4 or 5 per game
- Each side has two innings of 10 minutes batting time
- Fielding side choose a bowler - who will bowl underarm
- A ball hit between the two markers, scores one run
- Bonus runs may be scored:
  - 1 run for running to line 1 & back
  - 2 runs for running to line 2 & back
  - 4 runs if ball goes over boundary line
- Each batter faces 6 balls and scores are recorded
- Batters can be out if:
  - they are bowled
  - hit wicket

- a fielder catches the ball before it bounces
- a run is attempted and the fielder throws the ball to the WK (who catches it) before the batter returns to the popping crease

- All remaining balls for that batter are forfeited once the batter is out

### Easier / harder

- Play off a tee or drop feed or bowl underarm as illustrated
- Decrease / increase distances / targets
- Give an extra run if the hit ball touches the ground before crossing the second line and two runs if it touches before the first line.

