



Y 3/4 Pairs Cricket – Train & Play

Start time: 4pm – 5pm

Venue: Harry Barker Reserve

Teams: Schools must have an Adult in Charge of the team. They will be responsible for game management with the opposition's Adult in Charge.

NOTE: Before the game starts, there will be a 'game of the week' which will be played for 10-15mins, then we will get in to playing Pairs Cricket. This will give an opportunity for skill development & player development.

HOW WE PLAY GUIDE

Same as Festival Day rules

- **TEAMWORK:** Each team consists of 8 players. Additional players will be allowed, but only 8 can bat, and only 8 players on the field at any one time.
- **FAST:** Each team will bat for 8 overs, and each over consisting of 6 balls. Any ball that is too wide or too high (unplayable) will not be re-bowled but result in **2 runs added** to the total, and a free hit off a 'tee'. All overs are bowled from one end of the pitch.
- **INCLUSIVE:** Players bat in pairs for 2 overs per pair. Each player must bowl one over each (8 x 1 over = 8 overs). Fielders rotate clockwise at the end of each over, to field in each position and wicket keep.
- **EXCITING:** One run will be added to the total each time both batters make it to the opposite stumps. Players can take as many runs as possible on each ball to increase the total... *but be careful not to get out...* Batters can be given out by being caught, bowled, or run out. There are no LBW or stumping. For every wicket lost, **2 runs are deducted from the total.**

