

Kids Junior CRICKET



About Kids Junior Cricket

Cricket is a bat-and-ball game that has been around for centuries!

This kit includes equipment that is perfect for little hands, making it approachable for children to learn how to play and join a game with family and friends.

Game Setup

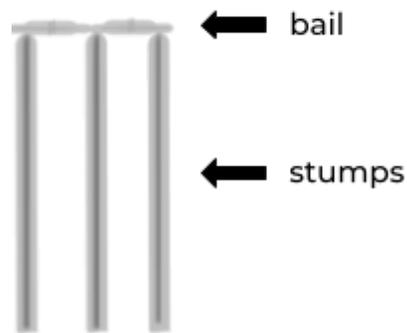
This game is best played outdoors on a field or grassy lawn.

The action happens between two wickets. For this version of junior cricket, the action is between a *wicket* and a *stump* - the wicket consists of 3 wooden stumps and a bail (small wooden piece) which rests on top of the stumps.

The remaining stump is a marker for the length of the pitch (playing area), and is placed on the opposite end of the pitch, parallel to the wicket.

A standard playing area is 20m long by 3m wide, but you can decide the length to suit your space & players.

Setting up the wicket



Set the three stumps up at one end of the pitch - push them into the ground in a line, with a gap between each stump. Use the bail as a guide to space the stumps - the thinner sides of the bail will sit on top of each stump. Place the bail on top of the three stumps, and you have yourself a wicket!

Marking creases

Lines (usually made by chalk) mark certain boundaries called creases.

A line called the **bowling crease** is drawn through the stumps of your wicket (about 8 feet long), with your wicket right in the middle. The **popping crease** is marked 4 feet in front of the bowling crease. There are also two **return creases**, which are marked from each end of the bowling crease.

These creases create a boxed area where you will bat from, and also the 'safe area' during gameplay.

How to Play

Cricket is played between two teams, each made up of 11 players. If you're playing casually, teams do not need to have this many players - but it's a good idea to split teams in a way that makes the game fair.

At the start of the game:

- One team is the **fielding team**
- One team is the **batting team**

A coin can be tossed to decide who will bat first. Games have at least one **inning**, where each team will take turns batting and bowling.

Each player from the batting team takes a turn to be the **batter**. The fielding team will have a **bowler** toss the ball to the batter who hits the ball with their bat. **Fielders** are players out in the field, and their aim is to try to get the batter out. The **wicketkeeper** is a fielder who stands behind the wicket and stops the ball if the batter misses.

After hitting a ball, the batter runs from the wicket to the opposite bowler's line in order to score a 'run'.

Calling 'Outs'

There are several ways the bowling/fielding team can get the batter 'OUT' in a game:

Bowled OUT: The bowler bowls the ball and it hits the wicket

Caught OUT: When the batter hits the ball and a fielder catches it (before it hits the ground/bounces).

Hitting the Wicket: When the batter hits the wicket while playing - with a bat or any part of the body.

Leg Before Wicket (LBW): When the ball, (without first hitting the bat) hits the batter's leg directly in front of the wicket.

Run-Out: When the batter attempts a run, but a fielder manages to hit the wicket with the ball before the batter can get to the batting crease.

Stumped OUT: When the batter moves forward away from the wicket to hit the ball, misses, and the wicket keeper knocks the ball off the wicket .

When the player is out, the next player to bat will take their turn until they are all out - this then becomes the end of their innings.

If you have a number of batters, you can have two people batting at once. One player will stand near the bowler, while the other bats. The players will run from opposite ends of the pitch at the same time until they are safe or one of the players is out.

Once the players are all out, the teams switch roles and the batting team now becomes the fielding team and so on. You can decide how long the game is by how many times each team bats and fields.

For a video on how this works, see wikiHows' [How to Play Cricket](https://www.youtube.com/watch?v=VwI4y5vpyU) (YouTube video):
<https://www.youtube.com/watch?v=VwI4y5vpyU>

Scoring

1 run is scored each time the batter runs to the opposite side of the pitch. The team with the highest number of runs wins the match.

Teams can also score:

6 runs: A ball that crosses the field boundary without touching the ground counts as 6 runs.

4 runs: If the ball crosses the boundary but has first touched the ground this will count as 4 runs.

The Pitch



The Field

