Batters attempt to score points by running around a marker. Bowlers attempt to get batters out by bowling or catching them out. (Play in 2 teams of 6.)

What you need

- 1 ball, 4 marker cones, 3 bats and 3 sets of stumps per game

What to do

**SETTING UP:**

- Divide players into 2 teams of 6.
- Position the 3 sets of stumps to face the 4 directions of bowling.
- The fielding team has 4 bowlers (1 placed on each marker) and 2 fielders.

**PLAYING:**

- The batting team bats one at a time.
- A bowler bowls the ball to the batter.
- When the batter hits the ball, they must run around the marker from where the ball was bowled and return to the batting position.
- The ball is returned by a fielder to any of the bowlers, where they can bowl immediately — even if the batter has not returned.
- The batter may be out by being bowled or caught only.
- Rotate the bowlers and fielders regularly.
- Teams change over when all batters have been dismissed.

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Scoring

- 1 run is scored each time a batter successfully runs around a marker and back to the stumps.

**Change it**

- Vary the type of ball and bat according to players’ ability.
- Allow players to bat from a tee.
- Use either an underarm or overarm bowling action or roll the ball when bowling.

**Safety**

- If using a hard cricket ball, protective padding must be worn by the batter i.e. helmet, leg pads and gloves.

**Ask the players**

- When batting where can you hit the ball to score the most points?
- Where should you bowl to try and get the batter out?
- Where is the best place to stand when fielding?
- How can you work together to get batters out/stop batters scoring?

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**LEARNING INTENTION**

*Four bowler cricket* is an energetic game that keeps players moving. The game develops fielding, bowling, batting and teamwork skills.