

Subject Knowledge Organiser

Cricket – Players, Scoring & Rules

Players

A cricket team consists of 11 players per side and one team bats while the other fields. Unique to cricket, the captain of the fielding team has complete control of their team's fielding positions. In all, there are 35 different fielding positions and the captain can utilise every one to try to stop the batter from scoring runs or to try to get them out.

The fielding positions are:



Scoring

The aim for the batter in cricket is to try to score as many runs as possible throughout their innings. To score a run requires the batter to strike the ball and run to the opposite end of the pitch while their batting partner runs in the other direction. In situations where the fielding team has not recovered the ball, the batters can return back to score two or more runs. It is also possible to score runs without running the length of the pitch, if a batter can hit the ball past the boundary line (four runs) or over the line without bouncing (six runs).

Rules

- The winning team in cricket is the side that scores the most runs, although in some situations a draw is recorded if they both get the same number of runs.
- A cricket team consists of 11 players and they take it in turns to bat and bowl.
- The bowler must bowl the ball overarm at the stumps.
- A wide ball will be called if the batsman, playing a normal stroke, is unable to reach the ball. This can apply to a bouncer above head height.
- A no ball will be called if the heel of the bowler's front foot lands in front of the popping crease or a full toss is bowled – waist height for a seam bowler and shoulder height for a spin bowler.
- A batter is declared out if the bowler knocks off the bails of the stumps with a delivery.
- A batter is declared out if a fielder or wicketkeeper catches the ball directly off the bat and before it hits the ground.
- A batter is declared out if the umpire believes that the bowler's ball would have hit the stumps if the batter had not obstructed the ball with their pads. This is known as leg before wicket (LBW).
- A batter is declared run-out when they are going for a run but do not make the batting crease before fielding team knocks off the cricket stumps.
- A batter is declared out if the wicketkeeper stumps them.
- There are other, less common ways of being out in cricket, but these are rare.
- The end of an innings is called when 10 of the 11 batting team are given out. At this point, both teams swap over.

Subject Knowledge Organiser

Cricket – Bowling, Batting & Fielding

Overarm bowl

An overarm bowl is the legal way to deliver a ball in a competitive game of cricket.

Stage one

As you run in towards the wicket, keep your arms close to your body, your head steady and your eyes fixed on the batter.

Stage two

As you approach the crease, start turning your body so your shoulder is facing towards the wicket and lean back slightly.

Stage three

On arrival at the release point, keep the ball close to your chin and your non-bowling arm up with your elbow pointing towards the target. As your back foot lands before the popping crease line, keep your body upright and raise your front foot pointing your knee towards the target. As your front foot lands, your toes should be pointing to the batsperson.

Stage four

On releasing the ball, rotate your shoulders and push your bowling arm forward and down from the coil position. The non-bowling arm should be pointing to the batter. Your arms should then rotate through with the ball and release it at the top of the delivery arc. Continue to follow through and maintain a visual on the batsperson.

Straight drive

A straight drive is a deliberate shot that aims to hit the ball along the ground to prevent being caught out.



Forward defensive

A forward defensive is a deliberate shot that aims to prevent the ball from hitting the wicket or the player's pads.



Overarm throw

An overarm throw is the fastest and most accurate way to pass a ball.

Stage one

Stand shoulder width apart, sideways on to the target, on the balls of your feet with the weight transferred to the back foot. The throwing arm is taken back behind the head at a 90° angle. Point the non-throwing arm at the target.

Stage two

Transfer the weight from your back foot to your front foot by rotating your hips and torso toward the target. Pull the throwing arm through toward the target leading with your elbow and your forearm and wrist following last and fast. Release the ball just in front of your head with both feet on the ground and the chest facing the target.

Long barrier

The long barrier is the safest technique to control a cricket ball travelling along the ground.

Stage one

Get in line with the ball and get your whole body behind the ball. As quickly as possible bend both knees and twist sideways so that the knee of your strong leg touches the ground and touches the back of the heel of the other leg. Extend arms downwards, spread hands wide with little fingers touching each other. Pick up the ball.