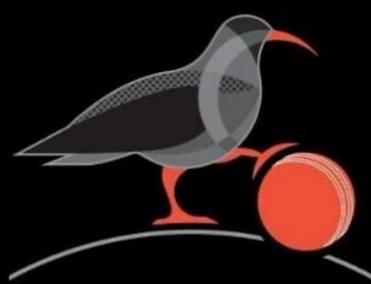


A SIMPLE GUIDE TO CRICKET



**CORNWALL CRICKET'S GUIDE
FOR PARENTS AND SUPPORTERS
NEW TO THE GAME**



**Cornwall
Cricket**

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PLAYING FORMATS



A common misconception of cricket is that all games go on for days. This isn't true!

The following formats of cricket are currently played by the clubs of Cornwall...

Softball

As the name suggests, this game is played with a soft ball, compared to a traditional cricket ball. The bat is lightweight, presenting fashionable colours and there's no need to wear pads, gloves or helmets. Each team consists of 6-8 players of all abilities and games generally last between 1 and 2 hours long .

Hardball

The Women's Sunday League is the main adult competition played in the county. This format is played with a pink cricket ball and players use a wooden bat. Pads, gloves and helmets are worn when batting and each team consists of 11 players. Depending on how many overs are being played, a hardball game can be expected to last between 3 and 6 hours.

Indoor

Indoor cricket can be played with a soft ball or a hard ball (protective equipment is worn if playing with a hardball). It is fast paced because it is played in a confined area and is usually played as a six-a-side game. Generally, games are no longer than 2 hours in duration. Moonlight cricket is just one example of how cricket can be enjoyed inside.



OBJECTIVE OF THE GAME



The overall aim of the game is to score more runs than the other team. The goal of the fielding team is to 'dismiss' the opposing batters, which means to get them out.

In traditional hardball cricket, when a player is out, they are out for the rest of the game. In softball cricket, the batting team loses runs when a player gets out, but the player's turn does not end.

Here are the most common ways to get out...

There are 10 in total!



Caught

Run out

Bowled

Stumped

LBW

DISMISSALS EXPLAINED



Caught

A fielder catches the ball hit by the batter, before it hits the ground.

Run out

The ball gets back to the stumps before the batters complete their run.

Bowled

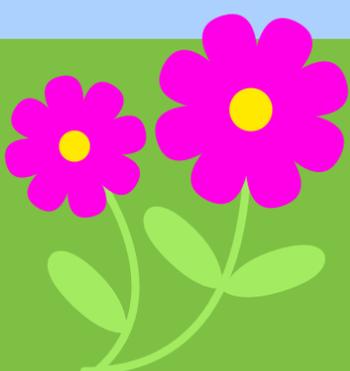
The batter misses the ball and the ball then hits the stumps behind them.

Stumped

The wicket keeper hits the stumps with the ball when the batter is outside of their crease.

LBW (Leg Before Wicket)

The ball hits the batter in line with the stumps, where it would have otherwise hit the stumps.



HOW THE GAME UNFOLDS



There are many little moments that make up the game of cricket. Look out for these things when you're watching.

THE COIN TOSS

Before the game starts, the captains of both teams go to the centre of the pitch with the umpires, to toss a coin.

The winner of the toss will be given the choice to bat or bowl first.

Many factors are considered when making this choice, such as; weather conditions, quality of the pitch and general team preferences.

RUNS

To score a run, the batting pair must swap ends without being run out by the fielding team. They can run back and forth as long as they feel is safe to do so, adding one run to their score each time they complete a run.

If the ball clears the boundary without touching the floor, six runs are added to the total. If the ball passes the boundary, after touching the floor first, the batting team get four runs. When a boundary is scored, the batters return to their positions for the next delivery.

HOW THE GAME UNFOLDS



DISMISSALS

A dismissal can also be referred to as a wicket, these phrases are used when a batter gets out.

The aim of the fielding team is to prevent the batting team from scoring runs and to dismiss the batters.

OVERS

An over consists of six balls bowled by the bowler.

In traditional cricket, an over must include six legal deliveries (no wides or no balls).

However, in softball cricket, six balls are to be bowled in total (apart from the last over, where traditional rules apply).

INNINGS

A cricket match is divided into innings. During an innings, one team bats while the other team bowls and fields.

The length of an innings is determined by the format of the game being played.



MOMENTS NOT TO MISS



Cricket can be a long game and there are definitely times when you can have a chat with other parents, but there are also times in the game that you really don't want to miss! Below are some examples of when to keep your eye on the field.

When your cricketer is up to bat

In softball cricket, they may have a set amount of time to bat, but when playing traditional rules, once they're out, they're out.

When your team hits a four or a six, (or if they sneak a run)

The team will appreciate your support and enthusiasm.

When any batter gets out

It is in the spirit of the game to clap when a player is dismissed, even if they play for the other team. In softball cricket, it's time to clap when a batter's turn is over.

When your cricketer is bowling

They might only bowl a few overs, so pay attention.

When your team gets a wicket

It's easy to tell when this happens, because all the players run in to celebrate together.



THE GEAR



FIELDERS

Most fielders don't wear any protective gear, apart from a cap. But some fielders will wear a helmet if they stand very close to the batter.

WICKET KEEPER

The wicket keeper wears leg pads, keeping gloves and a helmet.

BATTERS

Batters wear helmets, pads and gloves to protect themselves from the ball.

They also require a bat, so they can hit the ball



If playing hardball cricket, your young cricketer may benefit from wearing cricket spikes, but they're not usually needed for softball cricket.

WAYS TO VOLUNTEER



There are many ways to offer help at your young cricketer's club and it won't just be your kids that benefit from your support. Volunteering is greatly rewarding and can help you bond with the players.

COACH/ACTIVATOR

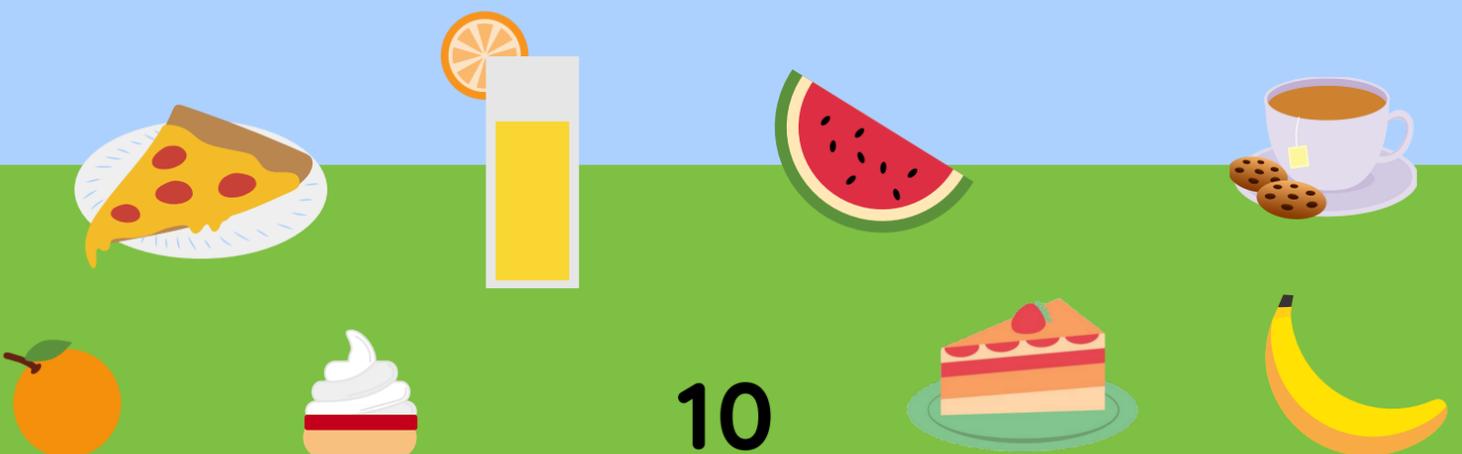
You don't have to know everything about cricket to be an inspiring coach or activator. Having good communication and organisational skills, along with an enthusiastic approach are some of the key attributes of being a good leader.

Volunteering as a coach is likely to involve helping the lead coach set up activities, organising games and giving praise to the players.

TEAS

Cricketers need to eat during long games, and offering to help with preparing their food is a great way to get involved at the club.

Teas typically include foods like fruit, cake, sandwiches, pizza and of course, scones (with jam first).



WAYS TO VOLUNTEER



SCORING

To someone new to cricket, the score book can often be confusing and difficult to understand. A scorer's job is to record everything that happens during the game, from the amount of runs scored per team, to the individual statistics for each bowler. The umpires on the pitch communicate with the scorers throughout the game to ensure the correct information is documented.

Scorers use specific cricket score books and a type of shorthand to record the events of a game.

Scoring a game of cricket can be confusing at first, but coaches and club officials will appreciate people offering to score. They will be able to teach you how it's done, explaining what every section of a score book is used for and what all the symbols represent.

Softball cricket has a simplified score sheet, which makes it easier for supporters wanting to offer their help.



WAYS TO VOLUNTEER



UMPIRING

The official rules are extensive, but a volunteer umpire's job is to know the basics. One umpire stands behind the crease at the non-strikers end and is the first one to signal the calls. The other stands at 'square leg' and keeps an eye on stumpings and run outs. Here are some examples of the signals umpires use.

WIDE

Both arms stretched out to the side, parallel to the ground.

BYE

One arm raised straight overhead.

LEG BYE

One hand tapping a raised knee.

FOUR

One arm bent at the elbow, sweeping in and out (from chest to straight arm).

SIX

Both arms raised straight overhead.

OUT

One arm raised straight overhead, with the index finger pointing upwards.



FIELDING POSITIONS



Unlike some other sports, there are no set positions where players must stand in cricket. The captain or bowler will decide where to place their fielders and can change the field throughout the game.

First, the field is split into two imaginary halves down the middle of the pitch, through the sets of stumps. These halves are known as off side and on or leg side.

The following terms are used to describe how close the fielder is to the batter:

Silly: Really close to the batter

Short: Close to the batter

Deep: Further away from the batter

Then, there are actual positions named 'Slips', 'Mid-Wicket' and 'Cover'.

Batter: The players on the field holding the bats, their job is to score runs

Bowler: The player that bowls the ball. Their job is to get the batters out.

Keeper: This person stands behind the stumps and wears protective gear.

Infield: Infielders need to stay focused and be ready for the ball to come fast.

Outfield: Outfielders cover a lot of ground and tend to have a strong throw.

Umpire: Umpires implement the rules of the game. (This is where you can help!)

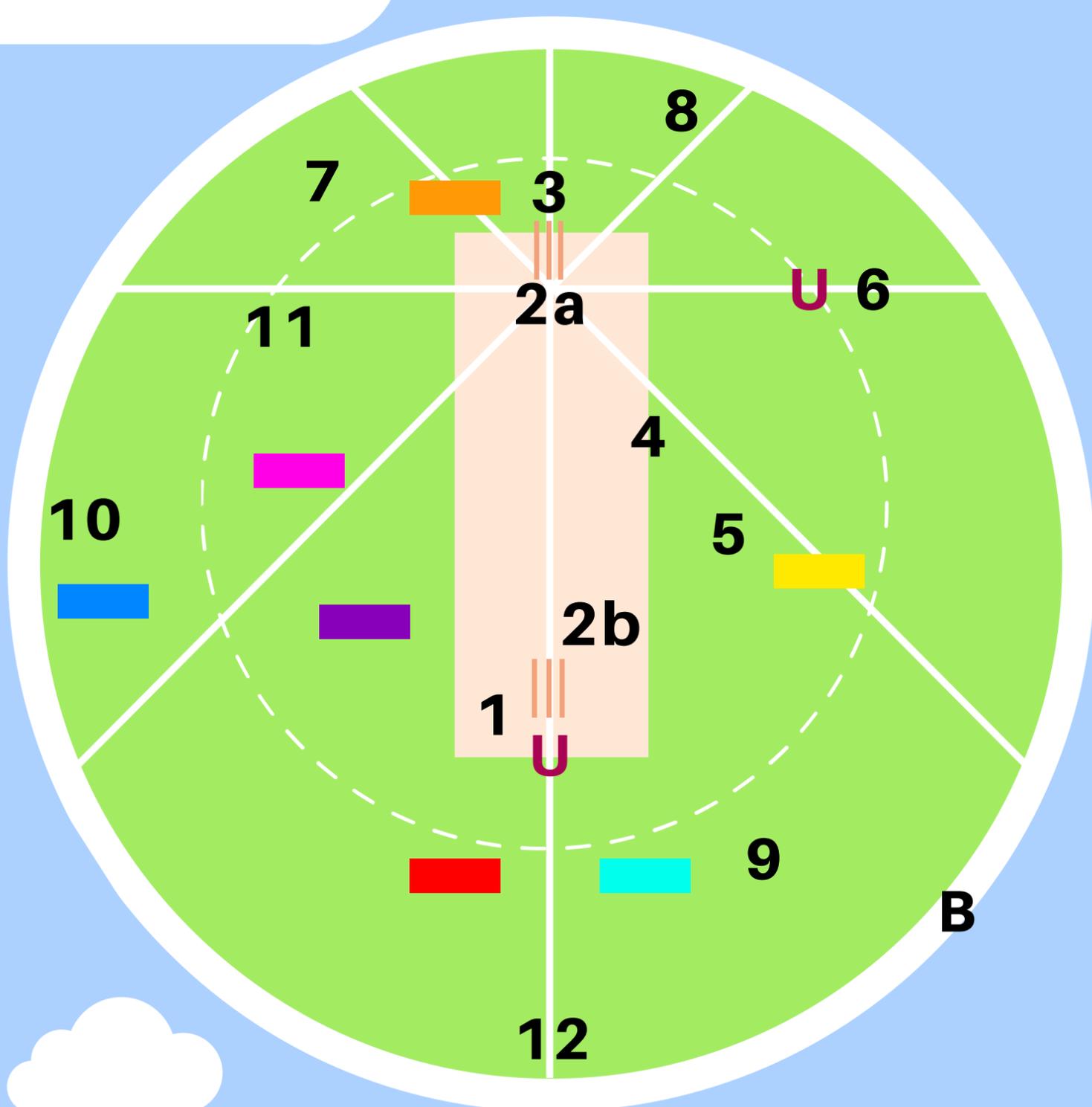


FIELDING POSITIONS



Off-side

Leg side



1. Bowler
- 2a. Striker (right hand batter)
- 2b. Non-striker
3. Wicketkeeper
4. Silly - really close to batter
5. Short - close to batter
6. Square - 90° angle to batter
7. Backward - behind batter's wicket
8. Fine - backward, between square and straight
9. Wide - forward and further from straight
10. Deep - further from batter
11. Forward - in front of batter's wicket
12. Straight - close to middle of the pitch

- | | | |
|--|---|--|
|  Slips |  Mid on |  Infield |
|  Cover |  Mid off |  Outfield |
|  Mid wicket |  Umpire |  Boundary |

A-Z OF CRICKET TERMS



People new to the game often find the language of cricket a confusing one, so here's a guide to reference when the cricketers aren't making much sense to you.

- All-rounder:** A player who excels in both batting and bowling.
- Appeal:** When the umpire is asked to make a decision on whether the batter is out.
- Bails:** The small wooden pieces that sit on top of the stumps. Sometimes they even light up!
- Ball:** A cricket ball can be red, white or pink and can come in different sizes. They are solid and hard, covered in leather with raised stitching around the middle. In softball cricket, a squishy plastic ball with a moulded seam is used.
- Batter:** The batters are there to score the runs. The player facing the bowler is referred to as the striker and the non-striker is the batter at the bowler's end. These players together, are called the batting pair.
- Boundary:** The boundary line for the field of play, the size of the boundary depends on the standard of cricket being played.
- Bowler:** The bowler is the one who delivers the ball to the batter in different speeds and styles.
- Bowled:** An exciting way for a bowler to get a batter out. This is when the batter misses the ball and the ball hits the stumps.
- Bye:** This is when the ball passes the batter and the keeper, and the batters run. The runs are added to the team total, but not awarded to a player.
- Catch:** A ball that is caught in the field before it hits the ground, getting a batter out.
- Century:** When a batter hits one hundred runs in a game.
- Crease:** The lines at the end of the pitch, where the batters must be to be considered safe. The bowler must not step over the front line when bowling or it will be a no-ball.
- Delivery:** The bowling of the ball.
- Dismissal:** This is what getting the batter out in cricket is called.

A-Z OF CRICKET TERMS



- Duck:** When a batter gets out before scoring any runs.
- Extras:** Runs that are added to the team total, but not awarded to an individual batter. These can be byes, leg byes, no-balls and wides.
- Four:** A shot that bounces or rolls to clear the boundary line, awarding four runs.
- Gap:** A space between players on the field. This is where batters will try to hit the ball, for a better chance of getting more runs.
- Howzat:** Slang for 'How's That', used when appealing to the umpire.
- Innings:** The team's turn at batting or bowling.
- Maiden:** When a bowler bowls an entire over with the other team not scoring any runs.
- No-ball:** When a bowler's feet are in the wrong place during a delivery. A no-ball can also be because the ball is bowled too high, or if it bounces more than once before reaching the batter.
- Over:** A series of six balls delivered by one bowler.
- Pitch:** The 22 yard long rectangle where batters run between the stumps. These measurements are checked before each game.
- Single:** One run.
- Six:** A shot that clears the boundary without touching the ground first, awarding six runs.
- Test:** The type of cricket that takes place over a series of days with at least 90 overs and six hours of playing each day.
- Wicket:** This can be another term for the pitch on which the game is played. It can refer to the set of stumps and bails at each end of the pitch, or it can be the term used for the dismissal of a batter by the bowler.
- Wicket maiden:** A maiden over in which the bowler takes a wicket.
- Wide:** A delivery where the ball is out of the batter's reach. One run is awarded to the batting team (recorded as extras) and the ball must be re-bowled.
- Yorker:** A type of delivery that lands just under or behind the bat and very close to the batter's toes.