Learning Outcomes:

- Run well between wickets
- Understand the batting decision process
- Understand the importance of awareness, good calling and working with a batting partner

Starter: Traffic Lights

Place three cones on the floor to represent three traffic lights. The red light indicates 'no', the green light indicates 'yes' and the amber light indicates 'wait'.

Two members of the class should be selected as batters and a third as a bowler. Each time the bowler bowls, the rest of the class has to decide what the batters should do.
- If you think they should run, stand behind the green cone.
- If they shouldn't run, stand by the red cone.
- And, if you think they should wait to make a decision, stand behind the amber cone.

In each instance, which of the batters should make the decision?

Warm-up: 'Running Partners'

- Make sure you warm-up properly at the beginning of your session. You can try this simple cardiovascular warm-up to get your heart and lungs working.

20m
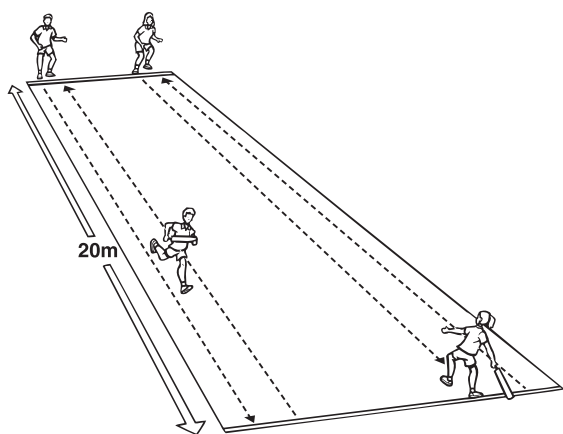
- Mark two lines 20m apart and stand in pairs behind one of the lines. Take it in turns to be the 'batter'.
- On a command of 'yes' the first batter must run to the line opposite and touch the ground behind the line, turn and wait for a second command of 'yes' before completing a second 'run'. The second player repeats the exercise.

Skill: Good Calling

Awareness
- Batters should work in pairs and be aware of each other at all times.
- Look for runs from both attacking and defensive shots.
- Identify and remember gaps in the field.
- Expect a run every ball - move down the pitch as the ball is released.
- Run aggressively.
- Never set off too early for a run.

Good Calling
- Use loud and clear calls of 'yes', 'no' or 'wait'.
- The responsibility to shout usually lies with the striker unless the non-striker has a better view, e.g. if the ball goes behind the batter.
- On multiple runs, the batter running towards the 'danger end' should take responsibility.
- Accept calls and do not hesitate.

Running and Turning
- Run in straight lines and carry the bat in both hands.
- Turn quickly by getting low to improve braking and power away from the turn.
- The bat must be touched or slid beyond the popping crease to score a run.

Some Batting Rules
(playing Inter Cricket outdoors)

Batting team - Scoring
Batters may run on any ball whether it is hit or not.
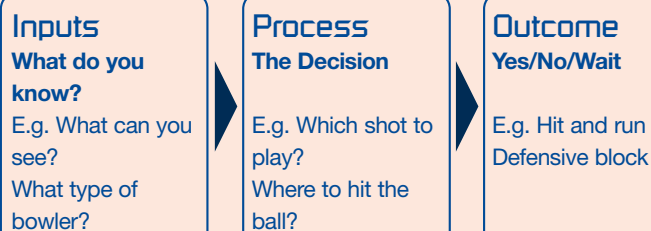Standard cricket scoring applies except that:
- Add 1 run (zone score) to the batter's score if a ball is hit outside the inner zone but does not cross the boundary line.
- Add 2 extra runs to the team score for each no-ball or wide bowled by the opposing team (any completed runs, zone scores or boundaries are also added to the team score).
- If the free hit immediately following a wide or no-ball is also a wide or no-ball, then that ball is pronounced 'dead' and 6 runs are added to the team score.

Explanatory note: If a no-ball or wide is bowled immediately after a 'free hit' then 2 extra runs are scored, as described above. The following ball would then be a 'free hit' unless six balls have already been bowled in which case the over is ended and an additional 6 runs are added to the team score.

ECB

Have a go [1]: The Batting Decision Process

The batting decision process is described in the chart below.

Inputs	Process	Outcome
What do you know? E.g. What can you see? What type of bowler?	**The Decision** E.g. Which shot to play? Where to hit the ball?	**Yes/No/Wait** E.g. Hit and run Defensive block

Work in groups of five (two batsmen, a bowler, a wicket keeper and an observer/umpire).

Complete a chart like the one below each time a ball is bowled. Switch positions so that each of you receives six balls.
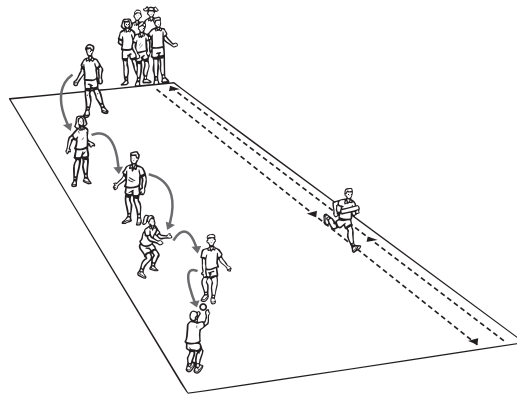
	Inputs	Process	Outcome
Ball 1			
Ball 2			
Ball 3			
Ball 4			
Ball 5			
Ball 6			

Assessment Opportunities

Take it in turns to be an observer and comment on how the batters worked together as a team.

The observer should share views with the batters and agree how the decision process and communication between batters could be improved.

Have a go [2]: Beat the Catches

- Divide into groups of six to eight. Two teams will play against each other, one team are batters, the other are catchers.
- On 'yes' the first batter runs up and down the pitch, touching the bat behind the crease.
- On completing the second run the next batter sets off.
- At the same time the other team must throw and catch the ball, counting the catches.
- Once all batters have had a go, the teams should swap roles.
- The winning team is the team with the most catches.

Extensions
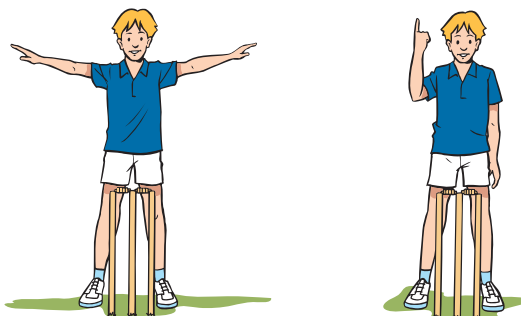
- It is not just the batters that have to make decisions during a game. The umpires are the sole judges of all matters concerning the game.
- Think about the role of the umpire as an official. How does this role act to prevent and resolve potential conflict during a game of Inter Cricket?
- What type of relationship needs to exist between players and umpires?