

CONTINUOUS CRICKET

BASICS OF THE GAME

Purpose: To score more RUNS than the opposition.

1. The game is called Continuous Cricket because Batters stays up until THEY are put out AND the next Batter is up *instantly* following an out—whether or not they have the bat. The Batter may be put out before they get a chance to swing.
2. A run is scored when a Batter runs around one of the cones and returns to the center cone (the ‘wicket’) safely.
3. The game can be a 1-inning, 2-inning, or 3-inning match.
4. For maximum participation, the ideal number of players on each team is 8 — with no less than 6 per team and no more than 10 per team.
5. If you have less than 12 players playing the game, you can play 3 vs. 3. vs. 3 or 2 vs. 2 vs. 2 vs. 2, in which one team bats while the other three teams are in the outfield. Every team has a turn at bat and the team that scores the most runs against the other teams wins. Be sure to determine the batting order before the game.
6. If playing on a flat playing surface (i.e. a soccer field), players can play in running shoes or bare feet.
7. Designated Captains should agree on the score as the game proceeds.
8. When playing with a class or team, it can be helpful to have a Game Umpire that settles disputes, gives reminders, and fosters a sense of urgency. The less competitive a group is, the more an Umpire is needed.

GAME SET-UP

1. Items needed – Five cones, one bat (of any kind), and one ball (a volleyball is ideal).
2. Three cones are placed in a line approximately 15-18 feet from each other (6 large steps). The middle cone is the wicket that must be knocked over by the pitcher and the outer two cones are the bases to run around.
3. Two cones are placed two feet apart from each other, approximately 15-18 feet (6 large steps) away from the wicket. These two cones are the pitching mound that the pitcher must pitch BEHIND. The pitcher is NOT permitted to leave the pitching mound to chase, catch, or retrieve a ball.

OFFENSIVE RULES

1. ALL Players will have one turn at bat per inning. In the event of uneven teams, a player may have to bat twice.
2. Batters must swing at every pitch AND must run on every swing, whether or not they hit the ball.
3. Batters are NOT required to run on wild pitches that are not within reach of the bat.
4. The ball can be hit in ANY direction. There are no foul balls and no out-of-play areas.
5. The Batter earns a run by running around either of the two bases (i.e. cones) and getting back to the wicket.
6. Batters cannot stand in front of the cone.
7. The batter must CARRY the bat, not drop it and run. Runs will NOT count unless the bat is carried to the cones.
8. The bat must be handed to the next Batter—not tossed.
9. Teammates waiting to bat should wait 15-18 feet (6 large steps) behind and to the side of the Batter.

DEFENSIVE RULES

1. A Batter can be put out one of three ways:
 - a. If a fly-ball is caught by a player in the outfield.
 - b. The pitcher knocks over the wicket on a pitch.
 - c. The bat knocks over the wicket while swinging or running.
2. Ball must be pitched underhand and must bounce at least once before it knocks over the cone in order to count.
3. No defending player can be closer to the wicket than the Pitcher, including the Catcher.
4. All balls hit or missed should be relayed back to Pitcher.
5. Only the designated Pitcher can pitch the ball.
6. The Pitcher does not have to wait for the Batters to be ready but should try to hit the cone and get an out.
7. A team is finished at bat when the last Batter is put out.
8. A new pitcher must pitch to a new back-catcher on every out (i.e. everyone must rotate).