SESSION 8

CATCHING BY NUMBERS

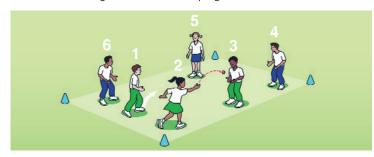








- A tennis ball is passed in order between team mates numbered 1 to 6.
- Once completed start again at number 1.
- Once the ball has been thrown players must move somewhere else in the coned area
- Refer to coaching cards for ideas on progression



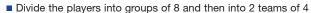
RUN THEM OUT GAME











- One team running between the wickets, and other fielding & returning ball to a wicket keeper
- Wicket keeper rolls ball into fielding area (6 to 12 m). As soon as ball is rolled, batter tries to reach the far crease & back (2 runs)
- Fielder runs and tries to hit the wicket with the ball or return the ball to wicket keeper to break the wicket before the batter has completed 2 runs
- Single runs do not count so no runs are scored when a batter is out



ONE HANDED INTERCEPT & THROW









CATCHING BY NUMBERS

■ Consider asking players, once 12 catches have been completed, to touch all 4 cones or complete a lap of the zoned area in one direction

RUN THEM OUT GAME

- Batters, when turning to reach out with bat and turn with the body in a low position. The movement should start with a turning of the head and focus on a new target.
- Fielders to approach the ball with short strides, low, balanced and maintain momentum towards target

DIAMOND CRICKET

■ No.1 rolls the ball to halfway point

■ Underarm to partner (no bounce)

■ No.2 attacks the ball

■ 5 goes each and change



Balanced and low



■ Watch the ball, pick up outside

■ Throwing hand arm and body

follow through towards target

throwing foot. Stay low



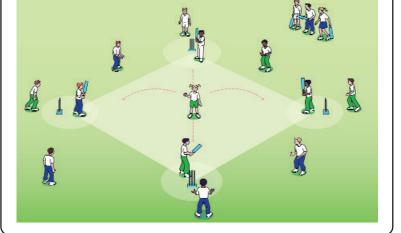


DIAMOND CRICKET

- Fielders to be supportive of each other and work as a team e.g. praise effort, backing up
- Batters to consider shot selection e.g. when it is appropriate to play forward or back

REMEMBER:

- Slower paced activity
- Static stretches
- Reflect on session
- Players to re-hydrate
- Provide ideas for practice



To run a cool down

SESSION 9

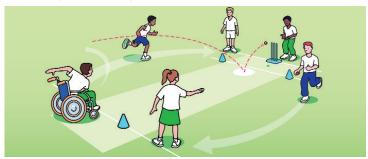
10 **KEEP BALL** ■ Players are divided into two teams. ■ Players pass the ball to team members. ■ Once 5 consecutive passes have been made one point is scored. ■ Combine with mobility exercises. **CIRCUIT** ■ High catching Bat taps ■ Distraction catching

TARGET BOWLING





- The ball is collected by a player who from behind the wicket runs to the
- The bowler runs beyond the wicket to become one of the wicket keepers











■ Bowlers to pitch the ball on a good length, on off stump to make it difficult for the batter to score

call for runs e.g. yes, no or

CRICKET CIRCUIT

team scores

speed

Consider adding a

competitive element e.g. keeping individual scores,

Consider adapting or

activities e.g. from Wings to

Fly DVD to encourage the

development of agility,

balance, coordination,

TARGET BOWLING ■ Consider using different types of ball e.g. swing balls, seamed tennis balls

PAIRS CRICKET Batters to hit the ball through the gaps, look for quick singles, run quickly,

providing alternative

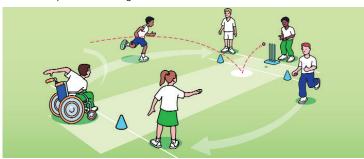
■ Non striking batter to walk towards the striker as the ball is bowled to help the striker score runs

REMEMBER:

To run a cool down

- Slower paced activity
- Static stretches
- Reflect on session
- Players to re-hydrate

- opposite end
- Points (individual and / or group) can be given for accuracy:
 - one point for landing in the target one point for hitting the wicket
 - three points for doing both



PAIRS CRICKET









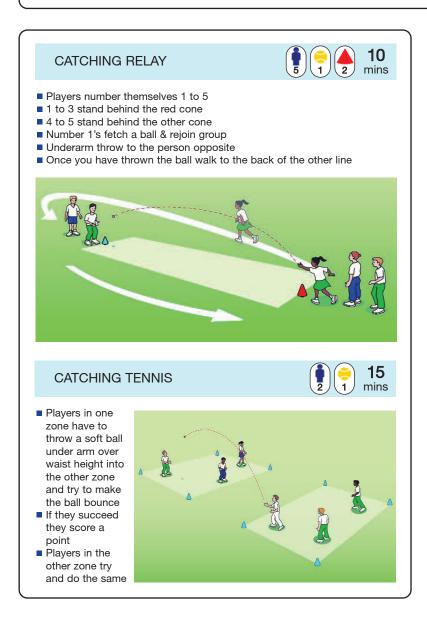


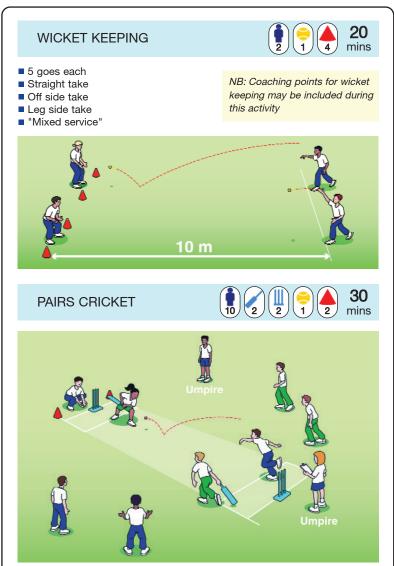




- Provide ideas for practice

SESSION 10





CATCHING TENNIS

- Players to maintain athletic 'ready' position
- Players to decide amongst themselves where to stand within coned area

WICKETKEEPING

- Consider introducing taped or swing balls
- Depending on pace of ball keepers to stand up or stand back
- Consider feeders bowling the ball

PAIRS CRICKET

- Opportunity to introduce or recap on fielding position names
- Consider rewarding good fielding with bonus runs e.g. diving stops, team work such as backing up

REMEMBER:

To run a cool down

- Slower paced activity
- Static stretches
- Reflect on session
- Players to re-hydrate
- Provide ideas for practice