Cricket Knowledge Organiser

Key Skills Match

Skill	Description
batting	A skill which allows the bat to contact the ball.
throwing	A technique to field the ball to the correct position at the correct pace and direction.
catching	The ability to get in the correct position to field the ball.
bowling	A technique to deliver the ball in the correct position for the batter to hit.
match play	A skill used to understand the basics of the game, the scoring, the rules and the player's positions.

The aim of the game is for the batters to score runs.

The game begins with one team fielding and one team batting.

A complete game can last until the fielders get the batters out or by a set number of overs.



Scoring

A run is scored when a batter hits the ball and runs the length of the wicket.

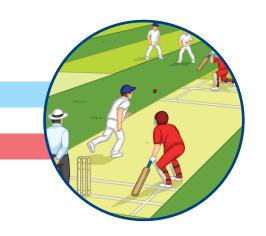
A 'four' is scored when a struck ball reaches the boundary.

A 'six' is scored when a struck ball passes over the boundary without touching the ground.

Pitch

The pitch is a large area, usually made of grass, which has a strip called the wicket in the centre where the batters run along.

At each end of the wicket are a set of stumps.









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Equipment

Both batters each have a bat of their own and wear protective pads and helmet.

Wicketkeepers also wear protective pads, helmet and gloves.

The bowler starts with a hard leather ball.



Common Fouls

A 'leg before wicket' (LBW) occurs if a batter's pad stops the ball hitting the wicket.

A 'no ball' occurs if a ball is illegally bowled; examples include high, wide or dangerously bowled balls.

Tactical Skills

- changing speed and direction
- awareness of others
- timing
- decision making
- team work

Physical Fitness

- coordination
- agility
- reaction time
- strength
- speed
- flexibility

