

DEVELOP



SCHOOL GAMES

SUFFOLK
SCHOOL GAMES

2022

Y3 Kwik Cricket

DATES 22nd, 23rd, 24th March

TARGET AUDIENCE

These events are for students who like friendly competition but don't solely focus on winning, instead they include a School Games Value focus, giving students the opportunity for personal development.

YEAR GROUPS

Year 3 Pupils

Team Size

Team Size: 8 Pupils (4 boys and 4 Girls)

Intent & Format

This event aims to develop team-fielding skills, using communication and tactics to be successful.

Pupils will complete a fielding Challenge at the start of the event.

Awards will be given out for the following

- Fielding as a Team
- Winning Matches

SCHOOL GAMES VALUES

During each of the competitions pupils are challenged to demonstrate the School Games values



Determination - Determination is about the journey you go on to push yourself and achieve your dreams.



Passion - Giving it 100 percent. Putting your heart and soul into the game and never giving up.



Respect - Respect for the referee, for the opposition, for your team mates, for yourself and for the game.



Honesty - Honesty with others and with yourself. Having the courage to do the right thing and what you know is right.



Self Belief - You've got to believe to achieve. Have the self-belief and confidence to succeed and reach your personal best.



Teamwork - Treating everybody equally, supporting each other and working together to achieve at your very best level.

Rules

Pre Fielding Challenge

- This is a time challenge, each team will have to collect and place 12 tennis balls, from around the hall into a centre hoop.
- The quicker the time the better the score
- The Pupils can apply their own tactics to complete this challenge
- **Rules:** All pupils must start in the hoop, you cant run with a ball in your hand and all 12 balls must be inside the hoop before the clock stops
- 1 Attempt will be allowed per school

Equipment

- **Each school should bring Bats for this event**
- Games will be played with a tennis ball to avoid any injuries
- Each Game will have 1 set of stumps and 1 x cone to run around

BATTING

- Only one batter at a time
- The batting team are given an innings time (5 or 6 minutes) after which they must declare and swap over.
- When the ball is hit the batter must run around the cone and back to the wicket to face the next delivery.
- Runs can be taken even if you don't hit the ball.

FIELDING

- The High School Leaders will bowl for each team.
- Fielders should spread out to cover the entire pitch.
- Fielders must get the ball back to the bowler asap. He/she can bowl as soon as they receive the ball.

DISMISSALS

- A batter can be dismissed by:
 - Being caught (including off the wall or ceiling).
 - Being bowled
 - Hitting their own wicket

