

## TABLE CRICKET – TC20

### Quick introduction

TC20 is a shortened and simplified version of the game to enable players to compete as an individual (1v1) or in pairs (2v2). Based on Twenty20, this is a quick-fire, fun version of table cricket.

### Getting started

- Any large flat-edged table can be used.
- The table is laid out as for regulation table cricket.
- Each innings consists of 20 balls.
- Each team starts with 100 runs.
- The fielding positions are set by the bowlers.
- No active fielders in play in 1v1 (one active fielder is allowed in 2v2).
- The launcher can be used as an active fielder to field the ball only; the bowlers hand must stay in contact with the launcher. Caught and bowled only counts if the launcher has remained stationary from the bowling position.
- At the halfway stage of the innings (after the tenth ball) the bowling side may change the fielding positions.
- Unlimited use of the swing ball in each innings.
- No balls or wides on the last ball of the innings must be re-bowled
- Batters cannot score in the same scoring area from consecutive balls
- All other rules are in line with the usual table cricket rules.
- In the event of a tie the team with highest number of 6s are the winners, if still tied the highest number of 4s, then the team with least wickets lost is the winner.

### Health and safety

- Push the ball with control – no wild swinging of the bat.

### Equipment required

- Large, flat table, with rebound boards attached.
- Table cricket bats, balls (one standard, one swing) and ball launcher.



# TABLE CRICKET – TC20



## PHYSICAL ME

- Practise playing the ball towards targets on both sides of the table.
- Can you angle your bat?

## SOCIAL ME

### Leading and volunteering

- TC20 games have a lot of extra features. See if a small committee could come up with some ideas such as music; exhibition shots etc.

### Think inclusively (STEP)

#### Space

- The size of the target areas can be increased by removing some of the defending fielders to provide early success for batters.

#### Task

- The competition rules can be simplified where required; for example, 20 bowls bowled with no wides or dot balls.

#### Equipment

- If table cricket kit is unavailable, improvised versions can be used; for example, polybats or paddle bats and large airflow balls.

#### People

- Different size teams can be used to involve more players; for example, 3v3.

## THINKING ME

- How can I score in all parts of the table?
- How can I use the swing ball to confuse the batter?
- I need to keep track of my score.

## SPORTING ME

### Spirit of the Games: *Excellence through Competition*



Do I always own up if I hit a fielder?

## TACTICAL ME

Can I play the ball into different scoring areas?



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## TABLE CRICKET - TARGET CRICKET

### Quick introduction

A target version of the game using the standard table cricket equipment.

### Getting started

- Target Cricket is usually played in teams 6v6, but it can be played in pairs or small teams as required.
- The table is set up as usual, but yellow numbered indicators corresponding to the table cricket scoring system are placed in the gaps between fielders (see picture).
- The bowling team places four fielder sections on the 'on side', three on the 'off side' ('on side' is the one towards which the face of the bat is pointed).
- Any large flat-edged table can be used.
- Once a score has been achieved in one area the indicator is reversed on the side to show that no more runs can be scored there.
- Fielders, once placed, do not move in target cricket (no 'active fielders').
- Each individual or team starts with 20 runs; two runs are deducted for each wicket lost.
- In team versions, bowlers rotate after every ball bowled.
- The winning team is the one with the highest cumulative score (or highest total between two individuals).

### Health and safety

- Keep the ball on the table surface.



### Equipment required

- Large, flat table.
- Table cricket rebound boards, bat, balls (one standard, one swing), ball launcher and sliding fielders.
- Alternative bat and balls if needed (e.g. polybat equipment).
- Yellow target markers (or improvised labels to denote scoring zones).

# TABLE CRICKET – TARGET CRICKET

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## PHYSICAL ME

- Use a pushing action to guide the ball towards the target.
- Work on accuracy when practising.

## SOCIAL ME

### Leading and volunteering

- Equipment managers could ensure all the equipment is available.
- If more than one table is being used they could divide up the equipment.

## Think inclusively (STEP)

### Space

- The gaps between the fielders can be increased or decreased to assist or challenge the batter.

### Task

- Fielder sections can be removed or added to support or challenge the batter.

### Equipment

- Other kinds of small bats and balls can be substituted; for example, polybat equipment.

### People

- Young people who have more physical function (for example, able to stand) should hold the bat in a vertical position.

## THINKING ME

- How can I score in different target zones?
- How can I use the swing ball when I'm bowling to make it hard for the batter?
- I must try to remember my score as I go along.

## SPORTING ME

### Spirit of the Games: Excellence through Competition



I always try to praise my opponent if they make a good shot.

## TACTICAL ME

I need to decide whether to score in the nearest targets (lower score) or go for sixes in the corners?



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## TABLE CRICKET - SKITTLE CRICKET

### Quick introduction

The batter tries to knock down as many skittles (or similar small targets) as possible in six balls delivered by the bowler.

### Getting started

- Eight to ten small target skittles (or alternative, such as plastic cups) are placed around the table by the bowler leaving space for the ball to be bowled down the centre.
- Make sure the skittles are lightweight so that the ball will knock them over.
- The batter tries to knock as many skittles down as possible in six deliveries (one point per skittle); bowler can use swing ball no more than twice in six deliveries.
- Skittles that are knocked down are removed from the table; if all the skittles are knocked down in fewer than six deliveries, they are re-set and play continues.
- Once the batter has faced deliveries, they change places with the bowler and the game proceeds.
- The winner is the player with the highest score from six balls.
- In a tie, place a 'magic skittle' near halfway on the table; batters face one ball alternately until one player misses the skittle.

### Health and safety

- Make sure there are no skittles lying on the floor around the table.

### Equipment required

- Large, flat table with rebound boards attached.
- Table cricket bat, balls (one standard, one swing) and ball launcher (or use alternatives, like polybat equipment).
- Small skittles, plastic cups or equivalent.



# TABLE CRICKET – SKITTLE CRICKET



## PHYSICAL ME

- Push and guide the ball with control.
- Try to vary the pace of delivery when bowling.
- Experiment with the wobble ball and see what happens.

## SOCIAL ME

### Leading and volunteering

- Equipment managers could experiment with different types of skittles to see which ones work best.

## Think inclusively (STEP)

### Space

- The space between skittles can be increased to challenge the batter; reduce the space or add more skittles to make it easier.

### Task

- As an added challenge, allocate points to the skittles; increase points as distance to skittle increases.

### Equipment

- Change the size of the ball or skittles depending on ability.
- Players can use assistive devices, like head pointers or glove-bats, to help them bowl and bat.

### People

- Try to match players according to ability in early rounds of a competition.

## THINKING ME

- How can I score with every shot?
- How can I use the swing ball to confuse the batter?
- How can I keep track of my score as I go along?

## SPORTING ME

### Spirit of the Games: *Excellence through Competition*



I set myself a target score at the start of each round that I really believe I can achieve.

## TACTICAL ME

I should try for the nearest skittles first.



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