



For readers of all ages!



A BEGINNER'S GUIDE TO THE GAME OF CRICKET

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BASIC CRICKET TERMS

Cricket has certain terms which you might not hear outside of the game. Below are some words you will come across when playing cricket.

- **APPEAL:**
The fielding team appeals to the Umpire to give the batter “out”.
- **BOUNDARY:**
The outer perimeter of the field. Once the ball touches or passes the boundary line, it signals 4 or 6 runs and the ball is out of play until the next delivery.
- **BOUNCER:**
A short pitched delivery that bounces up high, usually above the batter’s shoulder.
- **BOWLED:**
A batter will be given out as bowled when a delivery goes on to hit the wickets.
- **BYES:**
Runs scored when the ball has hit neither the batter nor his bat.
- **COW CORNER:**
The area of the field on the boundary between deep mid-wicket and long on. It’s called this because few shots are intentionally aimed to this part of the field, so fielders are hardly ever placed there; leading to the concept that cows could happily graze in that corner of the field.
- **DOT BALL:**
The name of a delivery where no runs have been scored.
- **DELIVERY:**
The name for a ball that has been bowled.





BASIC LAWS

The **OBJECTIVE** of the game is to **SCORE MORE RUNS** than your opponent.

2 TEAMS play against each other. Each **TEAM** is made up of **11** players and takes a turn to **BAT** and to **BOWL**. These are called **INNINGS**.

2 UMPIRES are set on the field to watch that the laws are being followed correctly.

The first **BATTING** team tries to make as many **RUNS** as possible in their allotted amount of **OVERS**.

The **BATTING** team must have **2 BATTERS** at the crease at any given time. A new batter only goes in when the batter before them is **DISMISSED** or **RETIRED**.

RUNS can be scored by the **BATTER** hitting the **BALL** on the field and **RUNNING** from one side of the **PITCH** to the other **OR** by hitting the ball beyond the **BOUNDARY** line.

The **FIELDING** team **BOWLS** to the opposition and attempts to keep the amount of **RUNS** down while trying to get the **BATTER OUT**.

After every **OVER** the field swops sides and the next bowler will approach from the opposite side of the **PITCH**.

If all of the **BATTERS** from a **TEAM** have been given **OUT** or the **OVERS** are finished, then it is the end of their **INNINGS**.

Once the first **FIELDING TEAM** has finished their **INNINGS**, then it is their turn to **BAT** and try get more **RUNS** than their opponents.



**DID
YOU
KNOW**

An over consists of 6 balls which the bowler delivers to the batter.





THE FIELD

When it comes to setting up the field, there are certain aspects which need to be remembered. . .



The field is always split into 2 halves which is decided by the batter's stance.



THE OFF-SIDE

Batter's chest faces the off-side

AND

THE LEG-SIDE

Batter's back faces the leg-side

FOR A LEFT HANDED BATTER

The **OFF-SIDE** will be the **RIGHT HALF** of the field from a bowler's perspective.

The **LEG-SIDE** will be the **LEFT HALF** of the field from the bowler's perspective.



LEG SIDE

OFF SIDE

FOR A RIGHT HANDED BATTER

The **OFF-SIDE** will be the **LEFT HALF** of the field from a bowler's perspective.

The **LEG-SIDE** will be the **RIGHT HALF** of the field from the bowler's perspective.



OFF SIDE

LEG SIDE

When fielding, it is important to swop the fielders depending if the batter is left or right handed.



WHATS THE DIFFERENCE

There are three formats of cricket played...

● **TEST AND FIRST CLASS CRICKET:**

Test cricket has been played since 1877, and it is the longest and most traditional form of the game. International Test matches between 2 countries takes place over a period of 5 days. Each team has 2 innings and the side scoring the most runs or which surpasses the oppositions score with wickets in hand wins the Test match.

First Class games are played on the same basis but played at Provincial, State or Club level and usually last 3 to 4 days.

Red cricket balls are used for these formats and players are dressed in white kit.

● **ONE DAY CRICKET:**

One day cricket was first introduced in 1971 and has a duration of 40 to 50 overs per side with each team batting for 1 innings. The side scoring the most runs or surpassing the oppositions score with wickets in hand wins the match.

Fielding restrictions apply to this format.

White cricket balls are used in this format as matches are often played at night under floodlights, and players normally wear colored clothing.

● **T20 CRICKET:**

T20 cricket was first introduced in 2005 and is the shortest format of the game. It is limited to 20 overs per innings, and the side scoring the most runs or surpassing the oppositions score with wickets in hand wins the match. In the case of the scores being tied, a super over is played and the side scoring the most runs in a single over wins the match

Fielding restrictions apply to this format.

White cricket balls are used as matches are often played at night under floodlights, and players normally wear colored clothing.