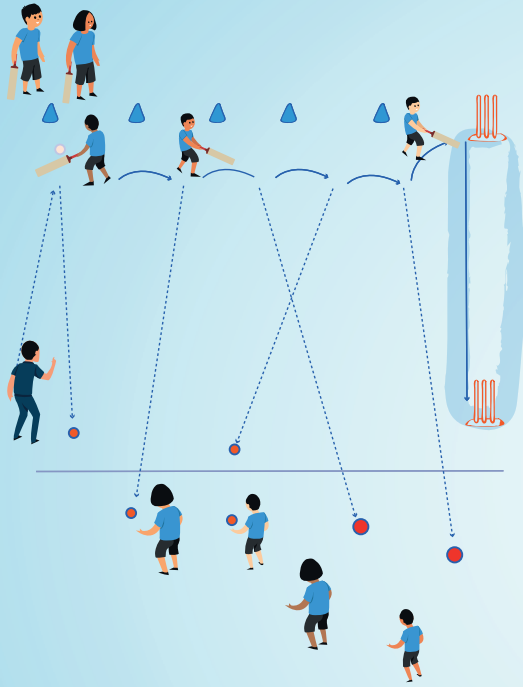


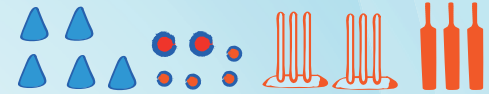
ROCKET FUEL BATTING



Aim

- ✓ Watch and hit a moving ball with a free swing of the bat
- ✓ Run between the wickets
- ✓ Stop, catch, throw!
- ✓ Teamwork.

Equipment



Organisation

- ✓ One batting team and one fielding team
- ✓ Waiting batters take part in catching challenges with a volunteer until last ball is hit
- ✓ Batter hits four balls in a row as far as they can
- ✓ After last ball, they complete as many runs as possible

- ✓ Fielders must remain behind a safety line
- ✓ Fielders cannot move until last ball is hit
- ✓ Fielders return all balls to bowler to stop batter running
- ✓ Both teams bat.

CHANGE IT! Adaptation / Variation

Easier:

- Drop feed rather than throw
- Roll ball feed
- Decrease running distance
- Use larger ball.

More Challenging:

- Increase running distance
- Deliver the ball quicker
- Give more scoring areas or a boundary
- Use smaller ball.

COMPETITION CORNER

To develop basic tactics around running and make the game even more competitive you give the batter 'out' by reducing runs from the score if they are in mid-run when the last ball comes in.

GET THE ADULTS INVOLVED

Whilst our All Stars are waiting to bat in this game they are encouraged to take catches between themselves to score runs. Adults can be used to help organise this and keep score.