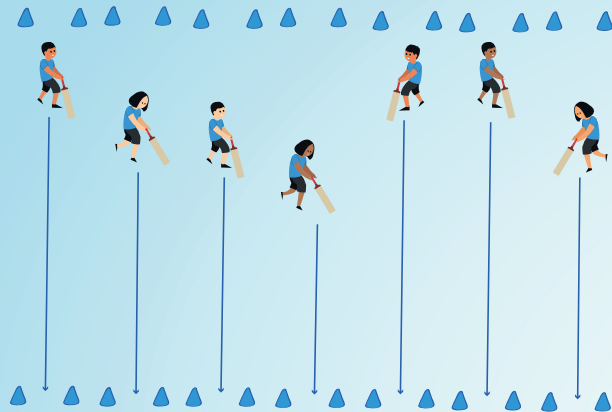


YES, NO, WAIT



Yes



COMPETITION CORNER

Shorten the distance and see how many runs the players can make while the ball is hit and retrieved by the Activator BUT the score goes to zero if they're mid-run when the ball comes back in.



Aim

- ✓ Get ready for action
- ✓ Run between the wickets in straight lines
- ✓ Develop sliding the bat over the line
- ✓ Respond to calls and make decisions.

Equipment



Organisation

- ✓ Line up all players behind cones on start line
- ✓ Batters respond to Activator's calls
- ✓ 'No' = stay still or return to line
- ✓ 'Yes' = run through to other line
- ✓ 'Wait' = slowly sidestep out from line dragging bat and prepare to return to line (no) or run through (yes)
- ✓ Encourage the group to repeat the call and all call 'yes' or 'no'
- ✓ Once players have got the idea then ask them to react to the Activator hitting the ball
- ✓ Activator hits ball out of the area (yes)
- ✓ Activator misses the ball (no)
- ✓ Activator hits the ball short into the area (wait).

CHANGE IT! Adaptation / Variation

Easier:

- Use only yes/no calls
- Remove bats
- Reduce running distance

More Challenging:

- Hop/skip/jump variations to move between lines
- Last one back is 'out'
- Run with bat
- Increase running distance

GET THE ADULTS INVOLVED

Get adults on the pitch crossing over with their All Stars as batters do in the full game of cricket, even more fun if the kids get to choose how they move between the lines.