



Diamond Cricket

A great game that combines all the skills of cricket and requires tactical thinking. Suitable for all ages.

Aim

Batting: To hit the ball (ideally into the gaps) and score as many runs as possible by running.

Fielding: To try to stop the batters scoring runs, either by returning the ball quickly to the bowler, or by throwing the ball to one of the sets of stumps to run the batter out.

Bowling: To bowl (under or overarm) at the stumps.

Organisation

Divide up into two equal teams.

Batting: Only four players can bat at one time; the remaining batters should wait in a safe area ready to come in.

Fielding: fielders spread out (but no-one can start by standing inside the 'diamond'). A fielder at each set of stumps (as a wicket-keeper) is a good idea.

Bowling: The bowler stands in the middle of all four stumps.

The Game

The first four batters go to a set of stumps each – always ready to hit the ball. The bowler bowls the ball at any set of stumps - batters can run if they hit or miss the ball. All four batters run at the same time – in an anti-clockwise direction – with no overtaking. One run is scored for each rotation (i.e. the whole way round is 4 runs). As soon as the bowler receives the ball back s/he can bowl it again so the batters always need to be ready.

Ways of being out

Caught
Bowled
Hit wicket
Run out

When a batter is out, the next batter comes in to replace them. The innings can either be played until all the batters are 'out', or can be time-based (i.e. 10 minutes per innings), which means that batters may have a chance to bat again. Batting and fielding teams swap when the innings is concluded.

Adaptation/Variation

Individual batters can decide to have an overarm bowl and score double for that hit.

Innings can be time or number of wickets based.