



Driving Game

A game that develops the batting skills to hit balls into specific areas, and fielding skills to stop, catch and throw.

Aim

Batting: hit the ball into the coned areas and run.

Fielding: try to stop the batters scoring runs by stopping the ball in front of the lines; or by returning the ball quickly to the bowler's end or the wicket-keeper's end.

Organisation

Divide up into two equal teams.

(Alternatively the group might be divided into pairs so pairs bat together and everyone else fields – it depends on how many people you have to play).

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

Fielding: Fielders spread out; one is the bowler, one is the wicket-keeper.

The Game

The batters bat in pairs; when one batter is out a new batter swaps in. Bowler bowls/throws to the striking batter who tries to hit the ball between the coned areas. If the ball goes past the first line, 5 runs are scored; the next line 10 runs; and the final line 20 runs. Batters can also run and the score is added on top of their line scores. E.g. if the batter hits the ball past the second line and runs one, the score is 11 for that turn.

Ways of being out

Caught
Bowled
Hit wicket
Run out

Adaptation/Variation

Overarm bowling to make it more challenging both for batter and bowler.

Make coned scoring areas more narrow in depth.