



### Follow The Leader

A great game for large groups, it improves fitness, teamwork and catching and batting skills. It works well for all ages, particularly for younger players or those new to cricket.

#### Aim

**Batting:** To hit the ball and run as fast as possible round the cones.

**Fielding:** To get the ball back to the bowler after completing the specified fielding task.

**Bowling:** The bowler is usually impartial but needs to bowl the ball underarm so it can be easily hit.

#### Organisation

Divide up into two equal teams.

**Batting:** Batter number 1 starts at the stumps. The remaining batters should form a long line at the start of the coned off square area, ready to follow the first batter around the running area.

**Fielding:** Fielders spread out – one player should be the wicket-keeper.

### The Game

Batter 1 attempts to hit the ball – regardless of whether contact is made, s/he must run. All players in the batting team must follow batter 1 around the outside of the square and through the home gate at the end. The number of people who get through the gate before the bowler receives the ball and shouts “stop!” is the number of runs scored (i.e. 5 people = 5 runs).

When hit, fielders must retrieve the ball and form a line. The ball must be passed along the line. Once the final fielder has the ball, the ball must be thrown back to the bowler who shouts stop. The number of batters safely through the gate are counted as they go through, until the bowler shouts “stop!”

Batter 2 now takes strike.

#### Ways of being out

Batters cannot be out in this game. However, if the ball is caught, no runs are scored for that turn.

Batters and fielders swap once all batters have had one turn.

#### Adaptation/Variation

Fielders must make a number of catches (minimum of 3) prior to returning to the bowler.

Fielders must pass the ball over (heads) and under (legs) along the line.

Catches between fielders must be one handed/left handed etc.