



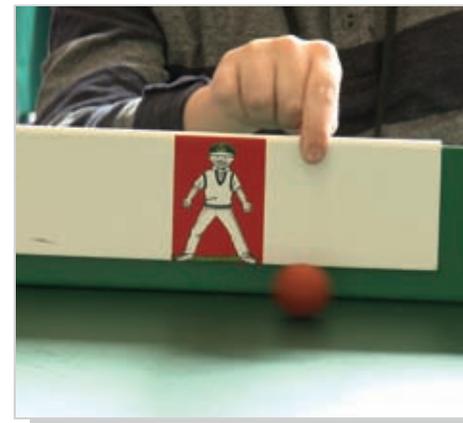
Table cricket is a table-top version that mirrors all the main elements and rules of cricket. Although it can be played by anyone, it is particularly aimed at young people who have control and coordination difficulties including severe physical or cognitive impairments.

What you need

- Large, flat table with rebound sides attached.
- Table cricket bat, balls (one standard, one swing), ball launcher and sliding fielder sections.
- Masking tape or similar to mark wicket and crease.

How to play

- The batting team starts with 200 runs.
- The bowler bowls by releasing the ball down and off the end of the launcher.
- The batter scores by hitting and guiding the ball against the green scoring zones around the table and avoiding the fielders.
- For the table cricket scoring system and ways in which players get 'out' (lose runs) see the Table Cricket Scoring & Dismissals card and the illustration on this card.
- Each batter plays 1 over of 6 balls.
- After each over, the fielders rotate anti-clockwise one place; this means that everyone bowls.
- The bowler can use the standard table cricket ball or choose the swing (bias) ball (see illustration); however, the swing ball can only be used twice in any over.
- The winning team is that with the highest cumulative score after everyone has batted.



Think about

- Simplifying the rules initially to get players into the game.

Table Cricket: Playing the Game

Use the STEP model to modify this game

Space

- Table cricket can be played on any flat-edged table where rebound boards can be attached.

Task

- Numbered targets can be used instead of gaps in the field; players try to hit numbered zones around the table and avoid the fielder placements.

Equipment

- Rebound boards, bat, launcher and sliding fielders are all part of regulation table cricket equipment – however, all of these can be improvised using other materials (eg use a polybat).
- Batters who have an impaired or absent grip can use a glove-bat device or improvised alternative to attach the bat to their hand/arm.

People

- Two players, one on either side of the wicket, can be 'active fielders'; they are allowed to move their sliding fielder to intercept and 'catch' the moving ball.

Safety

- Push and guide the ball with control – no wild swinging of the bat
- When the fielders rotate after each over, all travel counter-clockwise.

Extension games

- TC20 is a shortened and simplified version of the game to enable players to compete as an individual (1 v 1) or in pairs (2 v 2). Based on Twenty20 cricket, this is a quick-fire, fun version of table cricket.
- Each innings consists of 20 balls.
- The fielding team sets the field before the innings starts; there are no active fielders, but unlimited use of the swing ball.
- After 10 balls, the fielding team can alter the fielding positions.
- Batters cannot score in the same scoring area from consecutive balls
- All other rules are in line with the usual Table Cricket rules.
- Team with highest score from 20 balls wins!

How to improve

- Batters should use a guided push at all times; this leads to more control and accuracy.

Integrity

- Whatever modifications are used, maintain the integrity of the game. Avoid modifying a game to the point where it no longer resembles the original.

Links

- For more information about table cricket, visit:
www.ntu.ac.uk/adapted_sports/games_development/games/table_cricket