

LORD'S GAME

Organisation

- Two teams of four or five per game
- Set the game out as shown
- Each side has two innings of 10 minutes batting time
- Fielding side choose a bowler - who will bowl underarm
- A ball hit between the two markers scores one run
- Bonus runs may be scored:
 - One run for running to line one and back
 - Two runs for running to line two and back
 - Four runs if the ball goes over the boundary line
- Each batter faces six balls and scores are recorded
- Batters can be out if:
 - they are bowled
 - hit wicket
 - a fielder catches the ball before it bounces
 - a run is attempted and the fielder throws the ball to the wicket keeper (who catches it) before the batter returns to the popping crease
- All remaining balls for that batter are forfeited once the batter is out

Easier/Harder

- Play off a tee or drop feed or bowl underarm as illustrated
- Decrease/increase distances/targets
- Give an extra run if the hit ball touches the ground before crossing the second line and two runs if it touches before the first line

