

An introduction to the Game of Cricket

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LECTURE-6: B.A. I, II & III

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Introduction

- Cricket is a bat-and-ball game played between two teams of 11 players on an oval-shaped field, at the centre of which is a rectangular 22-yard long pitch.



Aim of the game

- One team bats, trying to score as many runs as possible while the other team bowls and fields, trying to dismiss the batsmen and thus limit the runs scored by the batting team.
- The winner in a game of cricket is the team that has scored the most runs during their time batting.



The Wicket

- The wicket is the part of the field in the centre where the majority of the play in a game of cricket takes place.



The wicket

- The batting side plays two batsmen at a time one at either end of the wicket next to each set of stumps. Each within the box next to the stumps or crease as it is called.



Bowling

- The bowler is part of the fielding (non batting side).
- The bowler must bowl (throw) the ball from one end of the wicket directly toward the stumps of one of the batsmen.
- It is the bowlers job to make hitting the ball difficult for the batsmen or to get the batsmen out by hitting the stumps.



Bowling

- The bowler can throw the ball anyway they like but the action of throwing the ball must be over arm, from behind the 22 yard line and must be towards the stumps. Any deviation from this results in awarding of penalty runs which are added to the batting teams score.



Batting

- Although two batsmen are on the field at once only the batsman being bowled to plays the ball.
- The idea for the batsman is to protect the stumps behind him by hitting the bowled ball away from them or blocking it from hitting them with his bat.
- The batsman must look to score runs (points) whilst protecting his stumps in a number of ways.



Batting

- The batsman needs to run from one end of the wicket to the other with his fellow batsman at the other end crossing over at the same time to score 1 run.
- Whilst running the stumps are vulnerable to attack by the fielding team. Any hit to the stumps by the ball whilst the batsmen is out of the box (crease) next to the stumps means the batsman will be out or dismissed.



Batting

- The fielding team of which the bowler is part of has fielders placed throughout the outfield in order to collect the ball hit by the batsman and return it to the stumps as quickly as possible to prevent the batsman running and scoring.
- The objective for the batsman is therefore to hit the ball away from his stumps into free areas of the pitch which will allow him time to run between the wickets and make a score.
- The batsman is only safe once he has reached the crease (box) at the other end of the wicket.
- The ball can be thrown at either set of stumps to get out either batsman as they run towards them.



Wicket keeper

- The fielding team has a specialist fielder known as the wicket keeper who always stands directly behind the batsman next to the stumps.
- Their job is to prevent any missed balls by the batsman running behind which could buy time for the batsmen to run.
- They also concentrate on the stumps making sure that if the ball is hit by the batsman and returned by a fielder they can catch the ball and hit the stumps themselves as they are closer than the fielders and can hit the stumps more accurately.
- The wicket keeper is the only fielder allowed to wear gloves as they have to deal with fast balls coming through missed by the batsman.
- The bowler performs the same function at the other side of the wicket at the other stumps in case the batsman running toward him is the least likely to get home in time.



Batting

- Running explained
- A washed up Australian batsman explains the importance of running in the video linked above.

Scoring boundaries

- If the batsman hits the ball between the fielders and it moves to the edge of the field and touches the rope that marks the edge of the oval then the batsman is automatically awarded 4 runs.
- If the batsman hits the ball over the fielders and over the rope that marks the edge of the oval then the batsman is automatically awarded 6 runs.
- The batsman does not have to run when this happens (although most do in case the ball doesn't make it that far) and they cannot be out as the ball is considered dead and cannot be thrown back "live" to the stumps.
- Video of [Scoring a six](#)

Aims of the bowler.

- The primary aim of the bowler is to get batsmen out and making sure that they score as few runs as possible.
- This involves bowling difficult balls to the batsman in order to either hit the stumps directly or make them misjudge the speed and direction of the ball so that they are caught out.

OUT! – Bowled out!

- If the ball hits the stumps directly or after it has touched any part of the batsman then the batsman is out.



OUT! – Caught out!

- If the ball is hit in the air with the bat or after it touches the hands of the batsman (which are considered part of the bat) and a fielder catches it the batsman is out.



OUT! – Run out!

- If whilst the batsman is outside the crease after running and the ball is returned to either end of the pitch to hit the stumps then the batsman nearest the hit stumps is out.
- Video of not so intelligent running



OUT! – Stumped out!

- Sometimes the batsman will need to move out of his crease in order to hit the ball effectively. If they miss and the wicket keeper collects the ball and hits the stumps with the ball in his hand the batsman is out.
- [A stumping video](#)



OUT! – Hit own stumps!

- If for any reason the batsman falls over, hits the stumps with his bat, leg, hand, face equipment or impales himself on the stumps then he is out!
- Pietersen gets unlucky video



OUT! – Courtesy rules

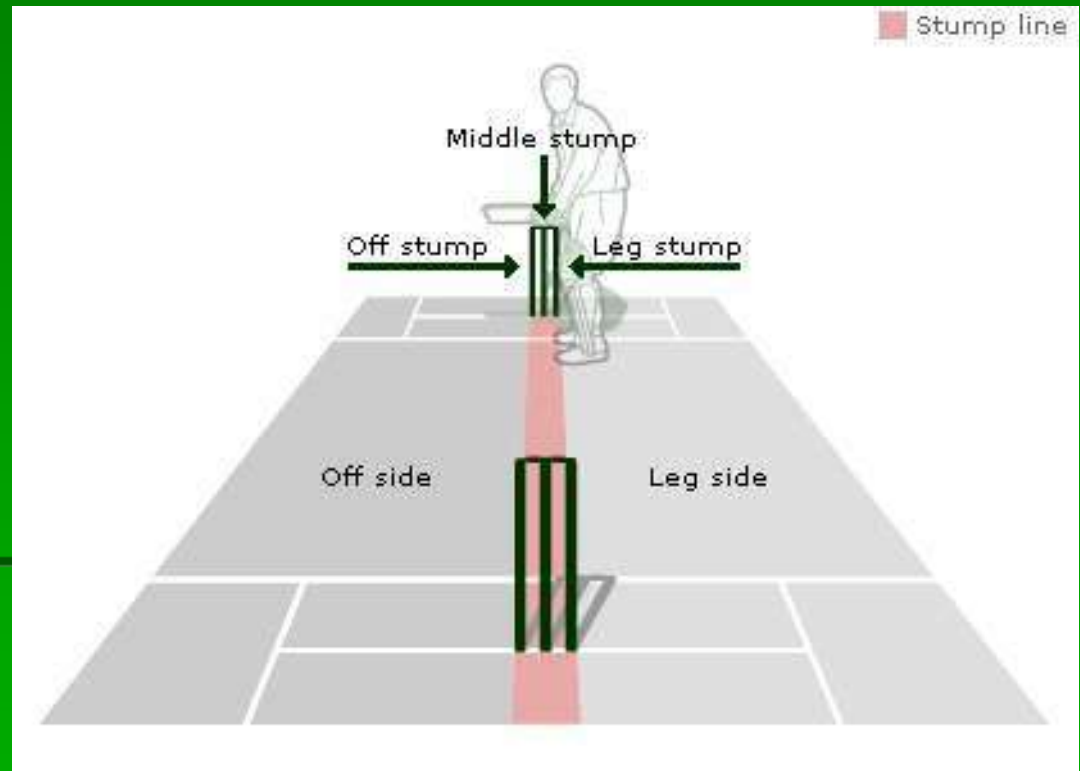
- You can also be out if you:
- Hit the ball twice is very unusual and was introduced as a safety measure to counter dangerous play and protect the fielders. The batsman may legally play the ball a second time only to stop the ball hitting the wicket after he has already played it.
- Obstructed the field: another unusual dismissal which tends to involve a batsman deliberately getting in the way of a fielder.
- Handled the ball: a batsman must not *deliberately* touch the ball with his hand, for example to protect his wicket. Note that the batsman's hand or glove counts as part of the bat while the hand is holding the bat, so batsmen can be caught off their gloves if it hits the hand by accident.
- Timed out usually means that the next batsman did not arrive at the wicket within three minutes of the previous one being dismissed.

OUT! – Leg before wicket

- The most complicated rule in cricket and probably in sport. (LBW)
- If the batsman were just able to stand with his legs together in front of the wicket obscuring them from the bowler then he would never be out.
- To avoid this potentially boring situation the batsman can be out if they are hit on any part of the body (not the bat) and the ball is judged to have been likely to hit the stumps if they hadn't been in the way.

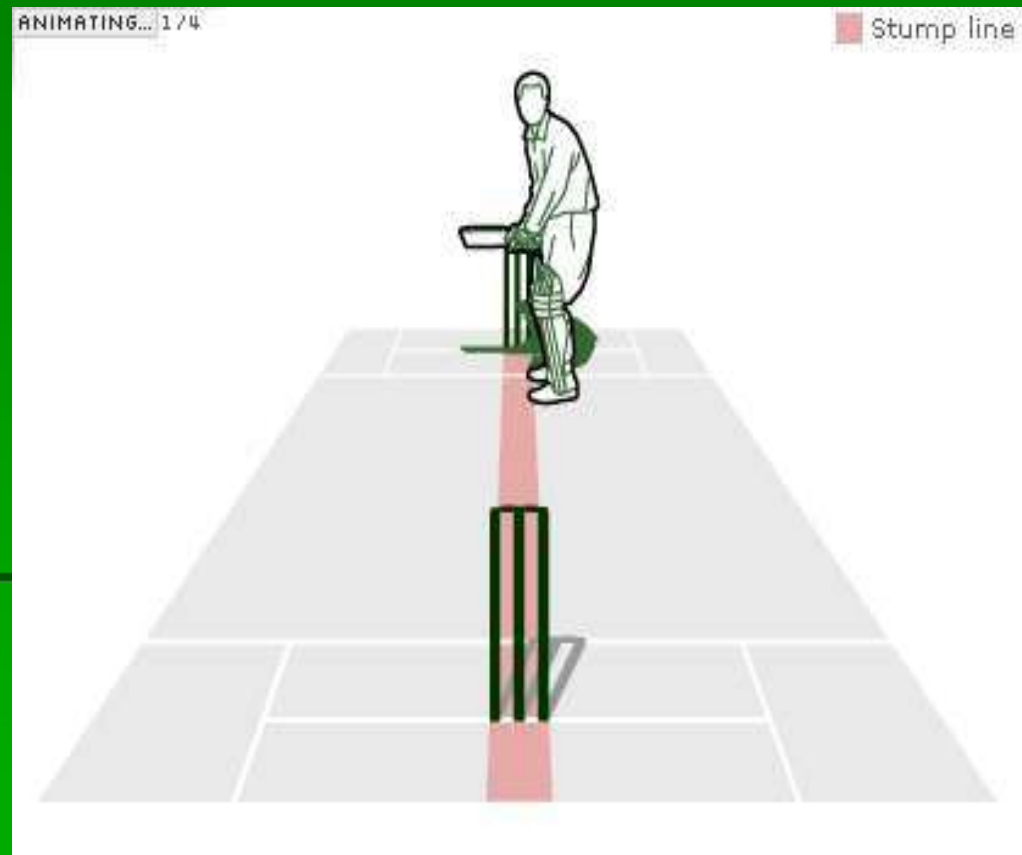
LBW more detail

- Three stumps make up a wicket - the off stump, middle stump and leg stump.
- When considering an LBW decision the umpire imagines an area between the wickets as shown in pink



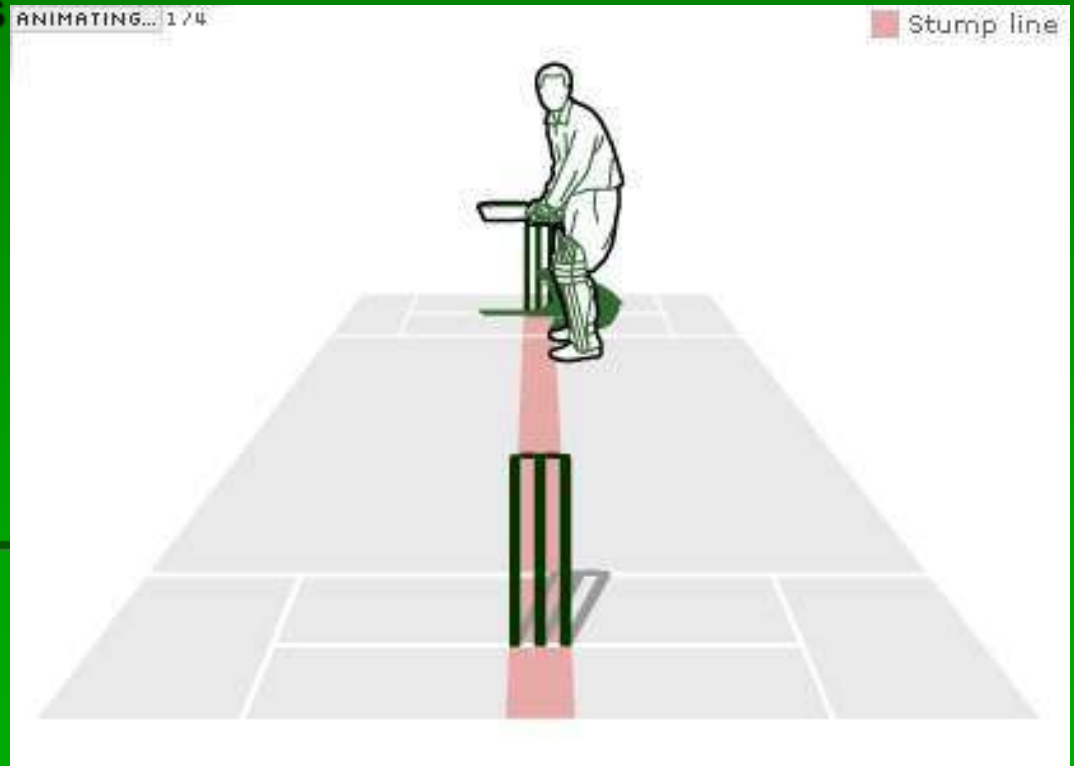
LBW more detail

- The most important factor when an umpire considers an LBW decision is whether the ball pitched outside leg stump. (behind the batsman)
- If the batsman is attempting to play a stroke the ball needs to strike the pad within the line of the stumps (pink zone) in order to get out, if the batsman is not playing a stroke (usually kicking the ball away) then the ball can strike them outside the line of the stumps and still be called out.
- A batsman also cannot be given out if the ball hits the bat before the pad.



LBW more detail

- In this situation, the ball has pitched in line with the stumps and has struck the batsman on the pads in front of the wicket.
- The ball has not pitched outside the line of leg stump.
- And it has not struck the batsman outside the line of off stump.
- Therefore the umpire should give the batsman out.



LBW more detail

- The umpire must also consider four other variables:
 - - The height of the ball's bounce
 - - Swing and spin of the ball
 - - Where the ball hit the pad
 - - Whether the batsman is attempting to play a stroke. In general if the batsman is not attempting to play a stroke and they are hit in line with the stumps they are not out.
- As all this happens very quickly a lot of the time the umpire must make a decision based on things that have happened in only a few seconds.
- Modern TV coverage and computer analysis of the speed, direction and spin of the ball resulted in the Hawkeye system which sometimes is referred to check decisions.
- Hawkeye in use video, umpire gets the decision wrong.

Referrals

- As the ways in which you can “get out” in cricket are so varied and sometimes complicated umpires can stop play to refer back to a TV umpire to check a decision before giving a verdict.
- The teams can also ask for a TV referral similar to that used in tennis.
- Teams have a set amount of referrals at the beginning of the match and these are used up if the original decision turns out to be correct.
- Usually LBW is referred, or a run out, anything which can sometimes be too quick to see with the naked eye.

More on bowling

- The bowler as described before must follow simple rules.
- Bowl from behind the crease line. Bowling over the line is a no ball and awards one run to the opposition
- Bowl within the batsman's reach. Bowling wide is called a "wide" and gives the opposition one run.
- The bowler must always use a straight arms and never throw the ball at the batsman but sling shot it over arm.
- If the batsman misses a bowled ball and it is allowed to roll to the boundary then 4 runs are added to the batting score. Batsman can also run and add score until the ball is returned. Wicket keepers have to be careful to stop this happening.

More bowling

- Each time the bowler bowls a legal delivery it is one “ball”.
- After bowler bowls 6 “balls” this is called an “over”.
- After the over is complete another different bowler must complete an “over” from the other end of the pitch before he can bowl again.
- The number of overs in a game is set depending on the type of match.
- The fielders including the wicket keeper must all move around after each over to take their positions again relative to the new direction the ball will be coming from.
- This isn't always obvious on TV as the camera is always behind the bowler when watching.
- When a bowler bowls a legal delivery and no score is made this is called a “dot” ball and is represented as a “.” on the scorecard.
- A whole over of 6 balls for no score is a “maiden” over.

Types of bowler

- Some bowlers use speed to attack batsmen and are known as fast bowlers. This usually involves pitching the ball very fast giving the batsman little time to think. Fast bowlers can make the ball move in the air and spin a little but speed is the main factor in the “balls” to the batsman.
- Slow bowlers bowl less quickly and use spin on the ball, making it turn more when it hits the ground. “Spin” bowlers as they are known rely on varying the amount of spin they use each ball to confuse batsmen. It is easier to spin the ball when it is bowled slower.
- There are other types of bowlers such as medium pace bowlers. The two styles above are the most common and effective.

Examples of bowling

- Spin bowling
- [Good examples of spin bowling video](#)
- Fast bowling
- [Speed bowling video](#)



Fielding

- Supporting the bowler and wicket keeper are the regular fielders. Their job is to catch batsmen out and prevent runs by returning the ball quickly.
- They are positioned throughout the field to cover likely areas the ball will be hit.



Fielding

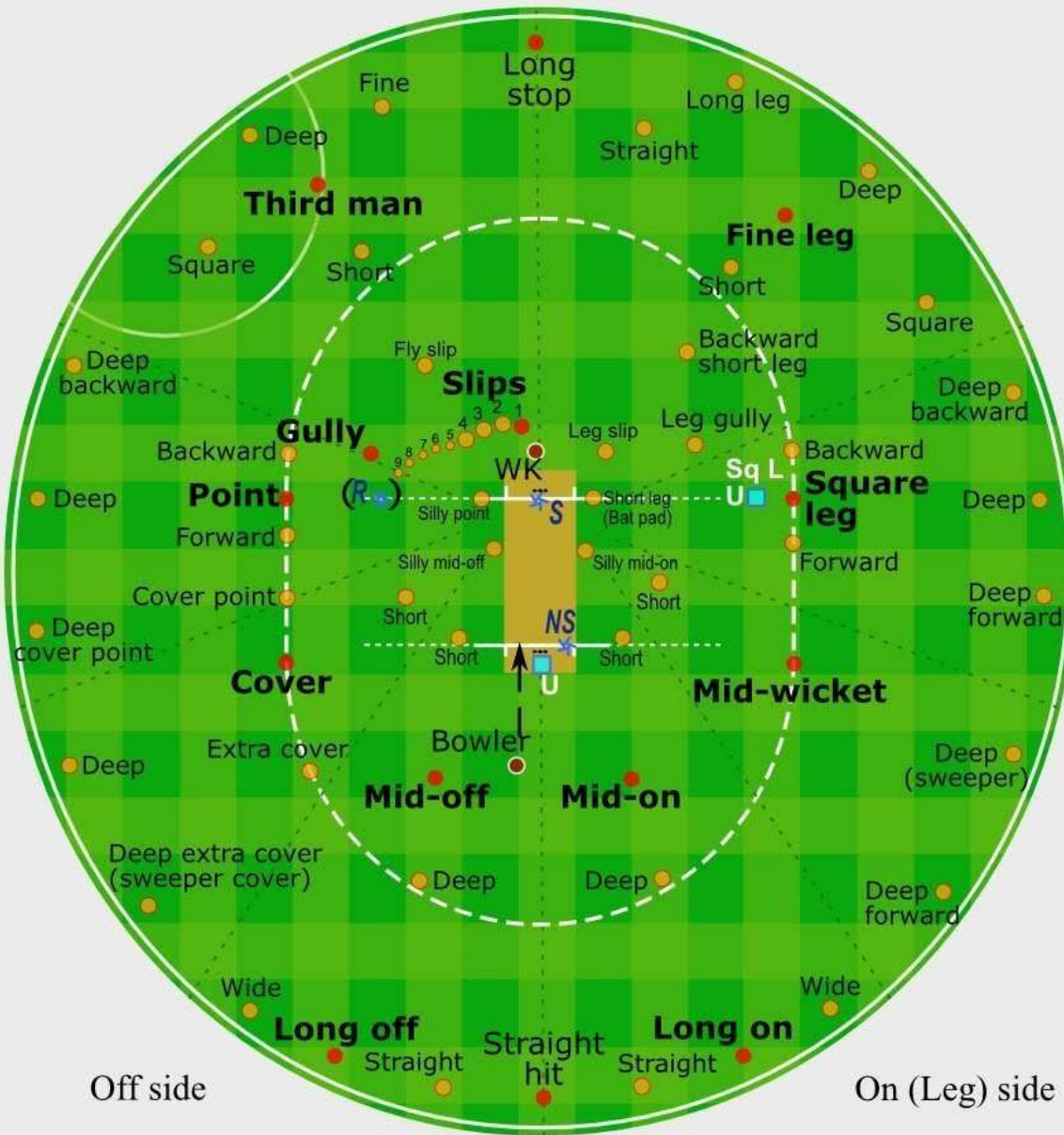
- Bowlers are constantly trying to fool batsman in the way the ball will move towards them. When batsmen make a mistake and the ball hits the edge of the bat this makes them easy to catch.
- Fielders placed near the wicket keeper are called “slips”. Batsmen regularly accidentally “edge” the ball into the “slip” area where they can easily be caught.
- [Slip fielding video](#)

Other fielding

- The slips are very important and can contain any number of the fielders depending on how likely the bowling team think they are to get batsmen out that way.
- Other positions in the field have to be covered though to catch big shots. Prevent runs.
- All the positions have names which is not important. With the bowler and wicket keeper accounted for from a team of 11 players. 9 fielders can be moved at any time to any of the positions.



Cricket: Fielding positions for a right-handed batsman



More on batting

- Batsmen score runs when they face the bowler. All the totals for each batsman are added together for the team score and any penalty or “extra” runs from bad bowling or balls not hit by the batsmen but run after being bowled are added to the score too.
- Once 10 batsmen are out then the innings is over. The left over batsmen cannot bat alone and is given a “not out” mark next to his score.

More on batting



- Each time a batsman reaches 100 this is a special landmark and known as a century.
- Minor landmarks are given for half centuries (50 runs)
- A batsman is judged on his ability to score via his average innings score, his score rate per over, amount of time they have stayed in etc.
- In general a cricket batting team will send out their best batsmen to bat first at the start of an innings.

Batting order

- As cricket contains two differing skill sets bowling and batting (also fielding) teams are made of specialists.
- Most teams have specialist batters who start the innings.
- Bowlers are usually not as adept at batting and tend to bat at the end of an innings where they may not be needed to play.
- It is an important strategy to have your best batsmen scoring runs as soon as possible.
- In some cases players are gifted bowlers and batsmen. These are known as “all rounders” and can bowl and bat to make a difference in both sides of the game.
- Most players however specialise in batting, bowling or wicket keeping.

Types of cricket game

- A "one day match", named so because each match is scheduled for completion in a single day, is the common form of limited overs cricket played on an international level. In practice, matches sometimes continue on a second day if they have been interrupted or postponed by bad weather. The main objective of a limited overs match is to produce a definite result and so a conventional draw is not possible, but matches can be undecided if the scores are tied or if bad weather prevents a result. Each team plays one innings only and faces a limited number of overs, usually a maximum of 50. The Cricket World Cup is held in one day format.
- In one day and all other types of game the order in which teams bat and field is decided by tossing a coin.



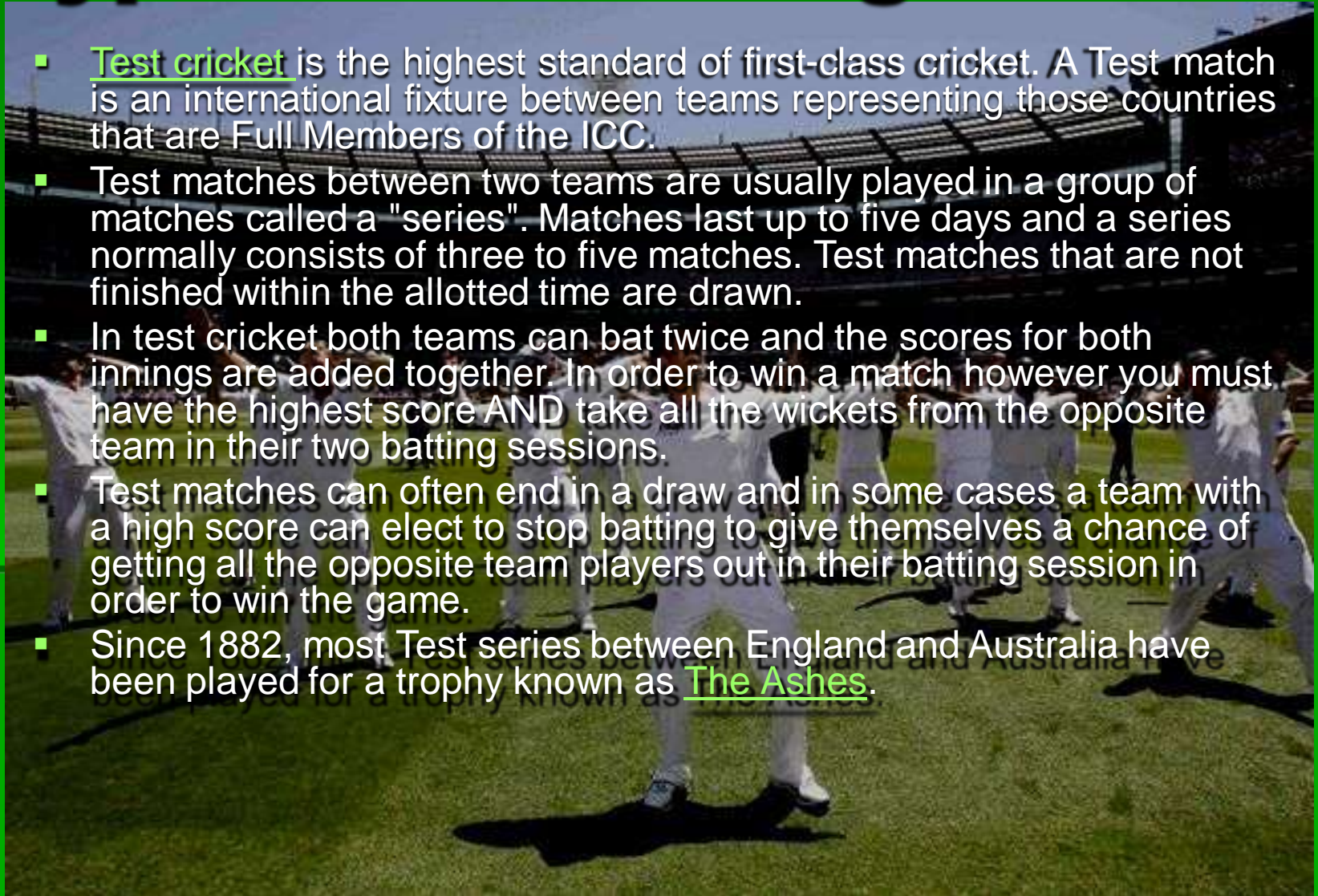
Types of cricket game

- Twenty20 is a new variant of limited overs itself with the purpose being to complete the match within about three hours, usually in an evening session. The original idea, when the concept was introduced in England in 2003, was to provide workers with an evening entertainment. It was commercially successful and has been adopted internationally. The inaugural Twenty20 World Championship was held in 2007 and won by India. 2009's Twenty20 World Championship was staged in England and won by Pakistan. After the inaugural ICC World Twenty20 many domestic Twenty20 leagues were born. First of them was Indian Cricket League which is a rebel league since it is unauthorized by BCCI and led to form an official league called the Indian Premier League. Both these leagues are cash rich and attracted players and audience around the globe. Recently Twenty20 Champions League was formed as a tournament for domestic clubs of various countries.



Types of cricket game

- Test cricket is the highest standard of first-class cricket. A Test match is an international fixture between teams representing those countries that are Full Members of the ICC.
- Test matches between two teams are usually played in a group of matches called a "series". Matches last up to five days and a series normally consists of three to five matches. Test matches that are not finished within the allotted time are drawn.
- In test cricket both teams can bat twice and the scores for both innings are added together. In order to win a match however you must have the highest score AND take all the wickets from the opposite team in their two batting sessions.
- Test matches can often end in a draw and in some cases a team with a high score can elect to stop batting to give themselves a chance of getting all the opposite team players out in their batting session in order to win the game.
- Since 1882, most Test series between England and Australia have been played for a trophy known as The Ashes.



Scoreboard and stats

Sri Lanka 239/10 (44.2 ov)

India

Sri Lanka won the toss and elected to bat

Sri Lanka in India ODI Series - 3rd ODI

ODI no. 2934 | 2009/10 season

Played at Barabati Stadium, Cuttack

21 December 2009 - day/night (50-over match)

Sri Lanka innings (50 overs maximum)		R	B	4s	6s	SR
WU Tharanga	b Jadeja	73	81	6	1	90.12
TM Dilshan	c †Karthik b Nehra	41	18	10	0	227.77
KC Sangakkara*†	st †Karthik b Sehwag	46	41	3	1	112.19
DPMD Jayawardene	c Raina b Harbhajan Singh	2	12	0	0	16.66
SHT Kandamby	b Sharma	22	29	3	0	75.86
CK Kapugedera	b Jadeja	15	28	0	0	53.57
KMDN Kulasekara	lbw b Jadeja	10	14	1	0	71.42
S Randiv	c †Karthik b Sharma	0	1	0	0	0.00
SL Malinga	b Nehra	13	24	1	1	54.16
BAW Mendis	b Jadeja	6	14	0	0	42.85
UWMBCA Welegedara	not out	2	4	0	0	50.00
Extras	(b 1, lb 2, w 6)	9				
Total	(10 wickets; 44.2 overs)	239				(5.39 runs per over)

Fall of wickets 1-65 (Dilshan, 6.2 ov), 2-165 (Sangakkara, 22.3 ov), 3-169 (Tharanga, 24.4 ov), 4-173 (Jayawardene, 25.6 ov), 5-204 (Kapugedera, 34.3 ov), 6-210 (Kandamby, 35.5 ov), 7-210 (Randiv, 35.6 ov), 8-218 (Kulasekara, 38.1 ov), 9-236 (Mendis, 42.6 ov), 10-239 (Malinga, 44.2 ov)

Bowling	O	M	R	W	Econ	
Z Khan	7	0	49	0	7.00	(4w)
I Sharma	7	0	63	2	9.00	
A Nehra	6.2	0	32	2	5.05	(1w)
Harbhajan Singh	9	0	29	1	3.22	(1w)
V Sehwag	4	0	26	1	6.50	
RA Jadeja	10	0	32	4	3.20	
Yuvraj Singh	1	0	5	0	5.00	

India team

V Sehwag*, SR Tendulkar, G Gambhir, Yuvraj Singh, SK Raina, KD Karthik†, RA Jadeja, Harbhajan Singh, Z Khan, A Nehra, I Sharma

Scoreboard and stats

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SL Malinga	b Nehra	13	24	1	1	54.16
BAW Mendis	b Jadeja	6	14	0	0	42.85
UWMBCA Welegedara	not out	2	4	0	0	50.00
Extras	(b 1, lb 2, w 6)	9				
Total	(10 wickets; 44.2 overs)	239				(5.39 runs per over)

- In the scorecard above the total score for Sri Lanka is shown and info about each batsman. The total score of 239 is also shown including extras. The extras comprise of 1 no ball, 2 leg byes and 6 wides to make 9 in total.
- For example TM Dilshan scored 41 runs; they were out caught by the wicket keeper Karthik after a ball from Nehra. In total they faced 18 balls and scored 10 4's (pretty impressive actually), no sixes were scored and they strike rate (average number of runs every 100 balls) was an impressive 227.77
- Note how the first batsmen in general score better than the bowlers and non specialist who bat last.
- In total the whole team faced 44.2 overs out of the 50 possible and scored on average 5.39 runs per over.

Scoreboard and stats

4-173 (Jayawardene, 25.6 ov), 5-204 (Kapugedera, 34.3 ov), 6-210 (Kandamby, 35.5 ov), 7-210 (Randiv, 35.6 ov), 8-218 (Kulasekara, 38.1 ov), 9-236 (Mendis, 42.6 ov), 10-239 (Malinga, 44.2 ov)

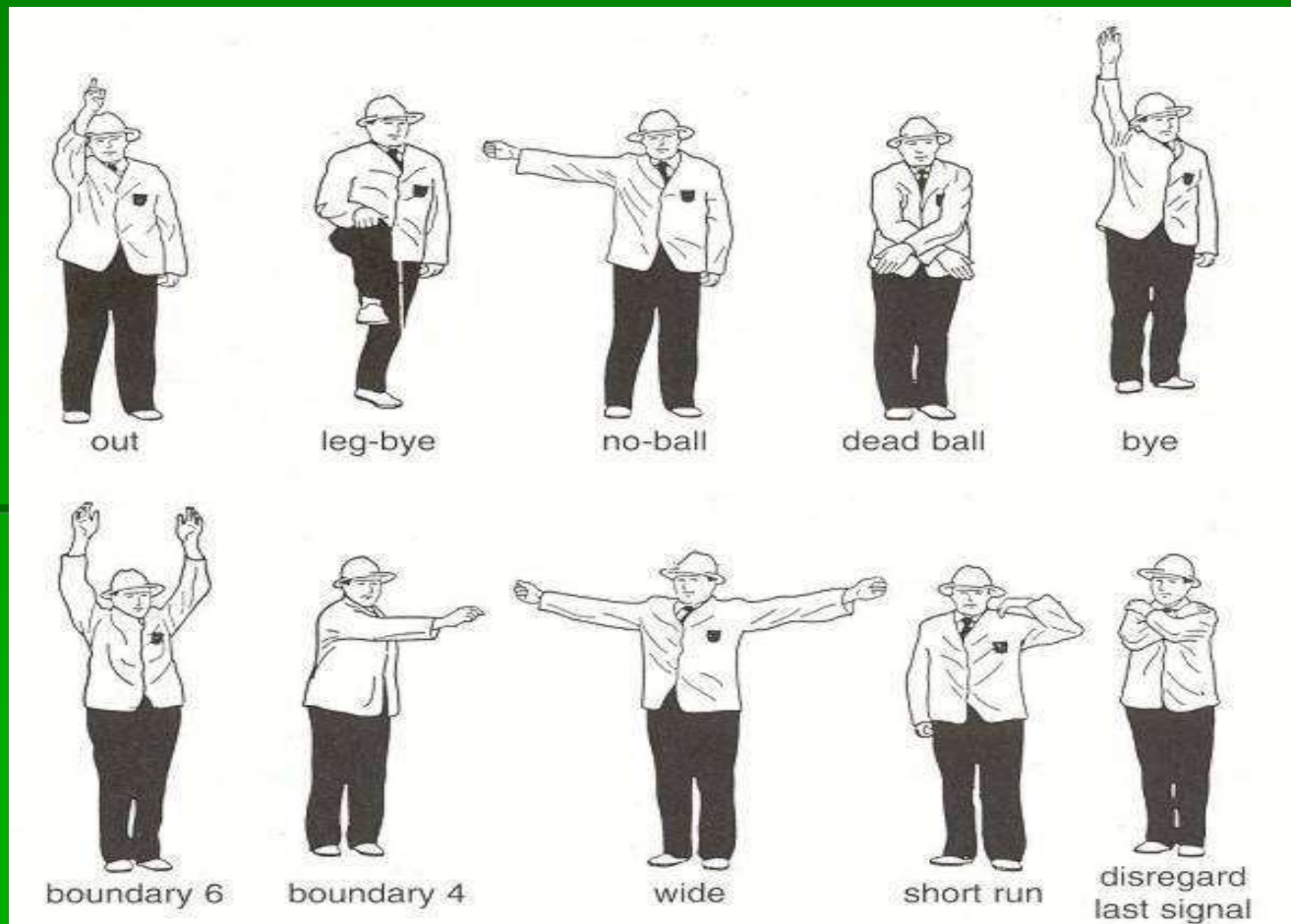
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Yuvraj Singh	1	0	5	0	5.00	

India team
V Sehwag*, SR Tendulkar, G Gambhir, Yuvraj Singh, SK Raina, KD Karthik†, RA Jadeja, Harbhajan Singh,

- India were bowling for this innings and their bowlers took 10 wickets in total to end the innings.
- I Sharma in this example bowled 7 overs; 0 maiden overs; had 63 runs scored off their bowling; took 2 wickets; had an average of 9 runs scored per over they bowled and didn't bowl any wide balls.
- Economy is a good indicator of how well the bowler is preventing the batting side from scoring. The lower the better.

Umpires

- Umpires use signals, originally designed to the people manning the scoreboard to signal what has happened.



Umpires

- Billy Bowden the famous umpire has arthritis and employs specialist signals. Such as the “crooked finger of doom” when a player is signalled out.



Sledging

- **Sledging** is a term used in cricket to describe the practice whereby some players seek to gain an advantage by insulting or verbally intimidating the opposing player. The purpose is to try to weaken the opponent's concentration, thereby causing him to make mistakes or underperform. It can be effective because the batsman stands within hearing range of the bowler and certain close fielders; and *vice-versa*. The insults may be direct or feature in conversations among fielders designed to be overheard.
- There is debate in the cricketing world as to whether this constitutes poor sportsmanship or good-humoured banter. Sledging is often mistaken for abuse, and whilst comments aimed as sledges do sometimes cross the line into personal abuse, this is not usually the case. Sledging is usually simply an often humorous, sometimes insulting attempt at distraction. Former Australian captain Steve Waugh referred to the practice as 'mental disintegration'.
- Flintoff sledges batsman video

Sledging

- Sledging is common at most levels of the game in Australia, but one Australian with a particular reputation for sledging was former fast bowler Merv Hughes. His intimidating and aggressive bowling style was often accompanied by a mixture of humorous witticisms, and vitriolic abuse. On occasions he crossed the line from sledging to insulting. However there are numerous occasions of classic sledges delivered by Hughes.
- On one such occasion, Hughes was bowling to Pakistan batsman Javed Miandad, who informed the overweight bowler he looked like "a fat bus conductor". The very next ball, Hughes bowled Miandad, screaming "tickets please!" as he ran to celebrate with team mates.



Courtesy

CJ Alpha