



- Two sides, one batting team and one bowling team
- Batting team bowls at the numbered cones scoring points for each cone they knock over. No points are scored if the bowl hits a cone and then falls in the ditch
- Bowling team bowls at the wickets, each time they knock 'the bails' off, the batting team loses a wicket
- When ten wickets have fallen, the teams swap sides

How to score:

Batting team bowls at the numbered cones scoring points for each they knock over

Cones labelled 1-6, with 1 being the closest and easiest to hit, and 6 being the furthest and hardest to hit

Learning outcome:

- Controlling line and length over different distances
- Tactics
- Team cohesion
- Avoiding obstacles

Equipment:

- Tennis balls/bowls
- 9 cones (Numbered 1-6 for runs, 3 stacked cones for the wicket)
- 2 mats

Tips:

- Want to make it harder? Be creative and add your own rules;
 - over-throws (bowlers bowl finishes in the ditch, one run to batting team)
 - extra fielders (different coloured cones scattered through the batting teams rink, if the batsmen hits one they're out)
 - wides (bowlers bowl finishes outside the rink)
- Play a Twenty20 with 20 bowls each side, or play a test with two innings each