

Diamond Cricket

Number of Players: 24 (1 class)

Equipment: 4 flat bats

4 wickets (large pylons)

One 6 inch gator skin ball

1 small hoop for the bowler

Set Up: Two Teams – Fielding Team and Batting Team

Fielding Team: 1 bowler

2 infielders (optional)

4 catchers positioned behind each of the 4 wickets

Everyone else scatters outside the “Diamond”

Batting Team: 4 batters (1 at each of the 4 wickets)

Everyone else sits on the bench and eagerly awaits their turn.

Rules:

- The bowler must remain in the hoop that is placed in the centre.
- When bowled, the ball must bounce at least once.
- The bowler can and should bowl in all directions.
- Any ball contact with the bat counts as a “hit” and all runners must advance in a counter-clockwise direction. (There are no foul balls)
- If a player hits the ball and the ball hits someone else’s wicket, play continues.
- When a batter is out, they quickly hand off the bat to the next player in line. There is NO stoppage in play to allow the new player in. However, the bowler cannot bowl the next pitch to the wicket where the player just got out.
- You are out if:
 1. you drop/throw the bat
 2. hit the wicket with your bat
 3. a fly ball is caught
 4. the ball hits the players’ own wicket
 5. you use the wrong side of the bat

When all batters have had a turn, the other team goes to bat.

Note: A player stays at bat until they get out or everyone on their team has had a turn to bat. (It is possible for a player to bat the whole inning).