

The PE Hub Glossary - Cricket

Bails – 2 small sticks that are placed on top of the **stumps**. For a **batter** to be **out** by being **stumped**, **run out** or **bowled**, the bail must be knocked to the ground.

Batter (batsman) – The player who is trying to score **runs**. They do this by hitting the **bowled** ball and running between the **wickets**. Batters are usually batting with a partner.

Boundaries – The perimeter of the playing field used in cricket. Four **runs** are scored if a ball is hit along the floor or bounces before crossing the boundary. Six runs are scored if the ball passes the boundary without bouncing.

Bowl – When a **bowler** propels the ball towards a batter to hit. The ball is allowed to bounce once and cannot get to the batter above waist-high without bouncing, or it is a **no-ball**.

Bowled – A way a **batter** can be got **out**. It happens if a legally bowled ball hits the **stumps**, and a **bail** falls to the ground.

Bowler – The player who **bowls** the ball for a **batter** to hit. They are trying to get a batter **out** by hitting the **wickets** or getting a batter caught.

Caught - A way a **batter** can be got **out**. It happens if a batter hits a legally **bowled** ball in the air and is caught by a fielder without the ball touching the ground.

Crease – In cricket, the term crease refers to the white line or mark drawn on the ground at either end of the pitch; this line defines the area where the **batter** stands and is used to determine whether the batter is in or out of his ground. The bowler must also deliver the bowled ball from behind the crease at the other end.

Cross bat – Any shot played by a **batter** where the bat is held and swung horizontally. An example of a shot played with a cross bat is the **pull shot**.

Drive – An attacking shot where a **batter** hits a **bowled** ball using a **straight bat**. The ball is hit around knee-high along the ground. It can be hit in different directions to score **runs**.

Fielding – The act of stopping, catching, and returning a ball hit by the batter.

Forward Defensive – A defensive shot played by a **batter** that is extremely low risk. It blocks the ball using a **straight bat**, making it very unlikely to get **out** being caught by a fielder or bowled.

Full Toss – When a **bowler bowls** a ball that does not bounce before reaching the **batter**.

Infield – The part of the playing area where **fielding** takes place. It is the area close to the **pitch** where fielders are placed to prevent **runs** from being scored.

Innings – A game of cricket is split into innings. Each innings involves a team trying to score as many **runs** as possible in the set amount of **overs**. An innings finishes either when the allotted overs have been bowled, or all of the batting team are out.

Leg before wicket (LBW) – A way a **batter** can be got **out**. It happens if a legally bowled ball that would have gone on to hit the **stumps** hits the batter on the leg, stopping them from being **bowled out**.

Leg stump – The **stump** that is on the same side as the **on side** for a **batter**. It is closest to the batter's legs when they bat and is on opposite sides for left-handers than right-handers. (See diagram below for on and off side references).

Long barrier – A safe way of stopping a ball travelling along the ground when fielding.

Middle stump - The **stump** that is the middle of the three. It does not change for left-handers and right-handers. (see diagram below)

Mid-Off – A fielding position in cricket. The fielder stands to the side of the **bowler**, about 30 yards from the **batter**. They are positioned on the batters **off side** and are there to field balls that have been **driven** by a batter.

Mid-On – A fielding position in cricket. The fielder stands to the side of the **bowler**, about 30 yards from the **batter**. They are positioned on the batters **on side** and are there to field balls that have been **driven** by a batter.

No-ball – When a **bowler bowls** an illegal bowl. This may be that it bounces more than twice before reaching the **batter**, bowling a **full toss** above waist height, or stepping over the line when bowling. A batter cannot be **out bowled**, **stumped** or **caught** from a no-ball, but a batter can be **run out**. A no-ball must be re-bowled and give the batters an additional **run**.

Off Side – The side of a cricket field the batter's body faces when batting. For example, the righthand side of the field for a right-handed batter. (See diagram below for on and off side references).

Off Stump - The **stump** that is on the same side as the **off side** for a **batter**. It is furthest away from the batter's legs when they bat and is on opposite sides for left-handers than right-handers. (See diagram below for on and off side references).

On (leg) Side – The opposite side of a cricket field to the way a batter's body faces when batting. It is also sometimes known as the leg side. For example, the lefthand side of the field for a right-handed batter. (See diagram below for on and off side references).

Out – When a **batter** is batting, if they are out, it means they are no longer batting and cannot score runs for their team. Ways a batter can be out include **bowled, stumped, caught** and **run out**.

Outfield – The part of the playing area close to the **boundaries**, furthest away from the **pitch**.

Over – An over comprises a **bowler** bowling six legal **bowls**. After each over, a different bowler bowls from the opposite end of the pitch.

Pitch/Wicket – The part of the playing field where batting and bowling take place; rectangular in shape, there are stumps and batting crease at either end. The bowler bowls from one end to the waiting batter at the other.

Pull Shot – An attacking shot played to a bowl that reaches the batter at waist-high and above. It is a cross-batted shot hit into the on side.

Run Out - A way a **batter** can be got **out**. It happens if the fielding team can use the ball to hit a **bail** from the **stumps** whilst a batter is out of their **crease** attempting to get a **run**.

Runs – The scoring method in cricket. One run is added to score every time **batters** successfully run from one **crease** to the other. Runs are also awarded for hitting the ball over the **boundary**.

Setting a field – Fielders stand in different positions and areas on the playing field. Fielders can change position between bowls and should be placed to try and reduce run-scoring alongside getting batters out.

Short-pitched bowling – A bowl from a bowler that bounces to the batter between waist and head height. It is achieved by a bowler landing their bowl just over halfway on the pitch.

Single – When a batter completes one run after a delivery.

Straight bat – Any shot played by a batter where the bat is held and swung vertically. A shot played with a straight bat is the drive shot.

Stumped - A way a **batter** can be got **out**. It happens if the **wicketkeeper** can use the ball to hit a **ball** from the **stumps** whilst a batter is out of their **crease** when batting.

Stumps/Wickets – A set of 3 small posts just above knee height. There is a set at either end of the pitch. A batter is out if a bowler bowls and the ball hits the stumps.

Wicketkeeper – A fielder who stands behind the stumps at the opposite end to the bowler. They are there to catch any bowl missed by the batter. Similar to a backstop in rounders. They are also there to try and catch the ball of the batters bat and get them out.

Wide ball – A ball bowled too wide for the **batter** to be hit. It results in the ball being re-bowled and an additional **run** given to the batters.

Umpire – The name given to the officials in cricket. There are two umpires, one on either end of the **pitch**, and they decide if **batters** are **out**.

