

Flow of a game

From the coin toss to the winning run



Cricket Caddy

- 1 The toss.** Captains flip a coin; the winner chooses to bat or bowl first.
- 2 Taking the field.** All 11 fielders go out. The batting side sends 2 batters; the rest wait their turn. Two umpires take charge.
- 3 Striker & non-striker.** The striker faces the bowler. The non-striker waits at the bowler's end, ready to run.
- 4 The delivery.** The bowler bowls, usually bouncing the ball once. 6 legal balls = 1 over.
- 5 Attack, defend or leave.** Play a shot to score, block to protect the stumps, or let the ball go through to the keeper.
- 6 Running.** Both batters run to swap ends: 1 run per crossing. Odd runs = the other batter faces next.
- 7 Boundaries.** Touches the ground before the rope: **4**. Clears the rope on the full: **6**.
- 8 Extras.** Wide (too far to hit) and no-ball (illegal delivery): +1 run and bowled again. Byes: runs when the ball passes the keeper.
- 9 Wickets.** Bowled, caught, LBW, run out or stumped. The batter leaves and the next one comes in.
- 10 End of the over.** A different bowler bowls the next over from the other end; fielders move.
- 11 Innings break.** After 10 wickets or the last over, the teams swap sides.
- 12 The chase.** Team 2 needs one more run than Team 1. Reach it: **win by wickets**. Fall short: Team 1 **wins by runs**.

Watch the animated version: cricketcaddy.com/learn/flow-of-a-game

Knowledge base: cricketcaddy.com/learn