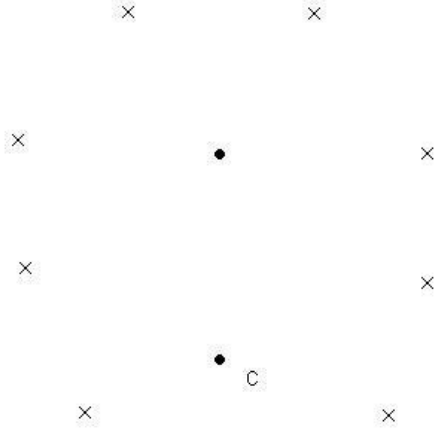


PITCHVISION ACADEMY

PITCHVISION ACADEMY DRILL

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<u>NAME</u> Run Judging Game	
<u>PURPOSE</u> Practice running between the wickets in match simulated conditions	
<u>EQUIPMENT/PLAYERS</u> <ul style="list-style-type: none">• 2 batters and 6-8 fielders per game• Ball• Stumps	
<u>SETUP</u> 	
<u>DESCRIPTION</u> The coach/feeder hits the ball out the fielders randomly. It helps if the coach can vary the strength and accuracy of the hits, some going straight to fielders hard, others finding the gaps. The batters try and score runs without getting run out.	
<u>VARIATIONS</u> <ul style="list-style-type: none">• Keep score with runs lost for getting run out.• Force batters to run on every ball to get a feel for what is a run and what is a run out• Put fielders on the boundary for running 2's and 3's	

This drill is part of the article ["How to rotate the strike"](#) on pitchvision.com