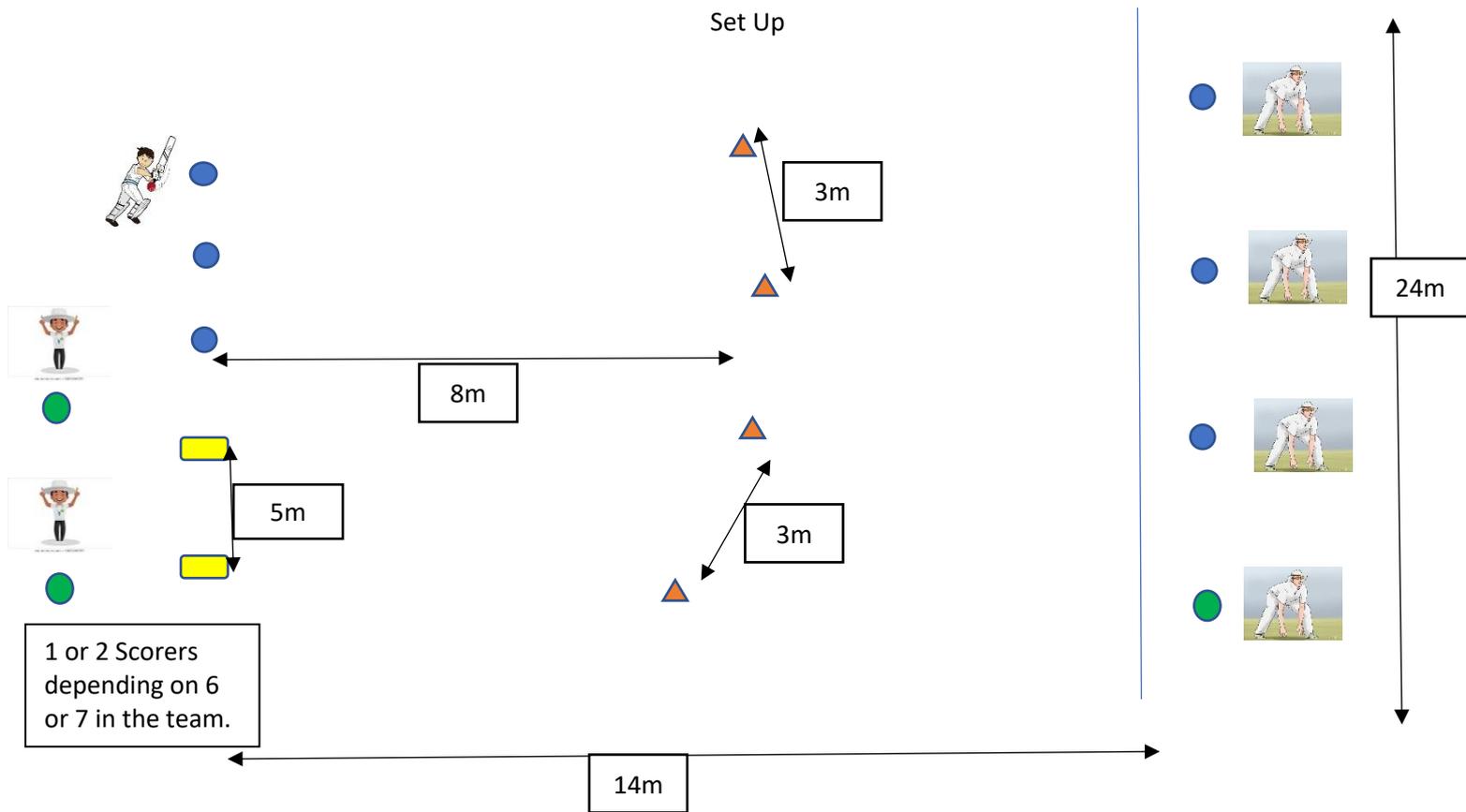


ESSEX VIRTUAL 3 TEES

SPORT	3 Tees
YR GROUP	Year 1 , 2
GENDER	Mixed or single
TEAM SIZE	6 or 7
TIME FOR GAME	5 minutes of play
RULES	<ul style="list-style-type: none"> - Teams of 6 children (You can play with 7 children and have two people on scoring station) - 1 batsman ,4 fielders and 1umpire/scorer. - The idea of the game is to score as many runs, as a team, in 5 mins. - To score runs you must hit through the gates to score 2 runs. Hit it along the floor over the boundary to score 4 runs, or in the air over the boundary to score 6 runs. (If a ball is hit through a gate then rolls over the boundary this only counts as 4, you do not add two bonus scores together). - When the batsman has hit the third ball the fielders must come onto the playing area and reset the tees and balls as quickly as possible and return to their spot. - The Umpire/scorer moves cones onto a central pile, which work as a scoring system for the runs: Red cones = 2 runs (through the gates) Blue cones = 4 runs (over the boundary line along the ground) Yellow cones = 6 runs (over the boundary line in the air) - Whilst the fielders are resetting the balls and cones, the batsman must run 6 times around the stumps (up and down counts as 2). THESE ARE NOT ADDED TO THE SCORE. - When all the fielders are back to their spots and the batsman has run 6, the umpire/ scorer shouts "Switch" and they must all rotate one place in a clockwise direction. The umpire/scorer becomes the batsman, the green spot fielder becomes the next umpire/scorer, the batsman joins the fielders, and everyone moves clockwise one space. - This game continues for 5 mins. At the end, count the value of the cones and this is the score.
EQUIPMENT	<p>1 bat, 3 balls, 3 tees, 2 sets of stumps 4 cones, 8 spots, boundary line, Stopwatch</p> <p>Measure out the field of play using the diagram attached.</p> <p>Watch the video to see the rules of the game.</p>
HOW TO RECORD	<p>Piles of different coloured cones worth 2 runs, 4 runs and 6 runs and add up total for team after 5 minutes of play.</p> <p>Send in your winning teams results to your SGO.</p>
Video Link	https://youtu.be/HhSe_joXn_o

Virtual 3 Tees 2



Rules

Video Link : https://youtu.be/HhSe_joXn_o

- Teams of 6 children (You can play with 7 children and have two people on scoring station)
- 1 batsman ,4 fielders and 1umpire/scorer.
- The idea of the game is to score as many runs, as a team, in 5 mins.
- To score runs you must hit through the gates to score 2 runs. Hit it along the floor over the bodary to score 4 runs, or in the air over the boundary to score 6 runs. (If a ball is hit through a gate then rolls over the boundary this only counts as 4, you do not add two bonus scores together).
- When the batsman has hit the third ball the fielders must come onto the playing area and reset the tees and balls as quickly as possible and return to their spot.
- The Umpire/scorer moves cones onto a central pile, which work as a scoring system for the runs:
 Red cones = 2 runs (through the gates)
 Blue cones = 4 runs (over the boundary line along the ground)
 Yellow cones = 6 runs (over the boundary line in the air)
- Whilst the fielders are resetting the balls and cones, the batsman must run 6 times around the stumps (up and down counts as 2). **THESE ARE NOT ADDED TO THE SCORE.**
- When all the fielders are back to their spots and the batsman has run 6, the umpire/ scorer shouts "Switch" and they must all rotate one place in a clockwise direction. The umpire/scorer becomes the batsman, the green spot fielder becomes the next umpire/scorer, the batsman joins the fielders, and everyone moves clockwise one space.
- This game continues for 5 mins. At the end, count the value of the cones and this is the score.

The best teams will be those who can hit through the targets repeatedly and who are able to field the ball quickly and accurately as they will rotate jobs quickly and have more attempts at hitting the ball.