

# Contents

## SECTION-A

- 1. Concept of Physical Education ..... 17–33**
  - Meaning of Physical Education–Its Aim and Objectives • Need and Importance of Physical Education • Misconceptions about Physical Education and its Relevance in Inter-Disciplinary Context • Meaning of Play and Recreation • Definition and Importance of Recreation • Meaning and Concept of 'Games and Sports'
- 2. Individual Aspects and Group Dynamics ..... 34–43**
  - Interest and Attitude • Motivation • Leadership
- 3. Effects of Physical Exercise on Human Body Systems ..... 44–68**
  - Skeletal System • Muscular System • Respiratory System • Circulatory System • Digestive System
- 4. Nutrition, Weight Control and Exercise ..... 69–94**
  - Meaning of Nutrition • Dietary Goals • Basics of a Nutritious Diet • Basic Food Groups • Nutritional Requirements at Different Stages • Importance of Good Nutrition • Concept of a Balanced Diet • Obesity and Weight Control • Lifetime Concept of Weight Control
- 5. Physical Fitness and Wellness ..... 95–113**
  - Physique, Physical Fitness and Wellness • Meaning and Importance of Physical Fitness and Wellness • Components of Physical Fitness and Wellness • Factors Affecting Physical Fitness and Wellness • Test and Measurements in Sports • Meaning of Measurement and its Importance in Physical Education and Sports • Measurement of Heart Rate
- 6. Games and Sports–A Global Perspective ..... 114–122**
  - Olympics as a Social Force • History of Modern Olympics • Asian Games

## SECTION-B

1. Athletics .....	125-168
2. Badminton .....	169-182
3. Basketball .....	183-199
4. Cricket .....	200-221
5. Football .....	222-235
6. Hockey .....	236-252
7. Swimming .....	253-268
8. Tennis .....	269-282
9. Volleyball .....	283-300





## **Section-B**

***This section contains***

- Athletics
- Badminton
- Basketball
- Cricket
- Football
- Hockey
- Swimming
- Tennis
- Volleyball



**HISTORY**

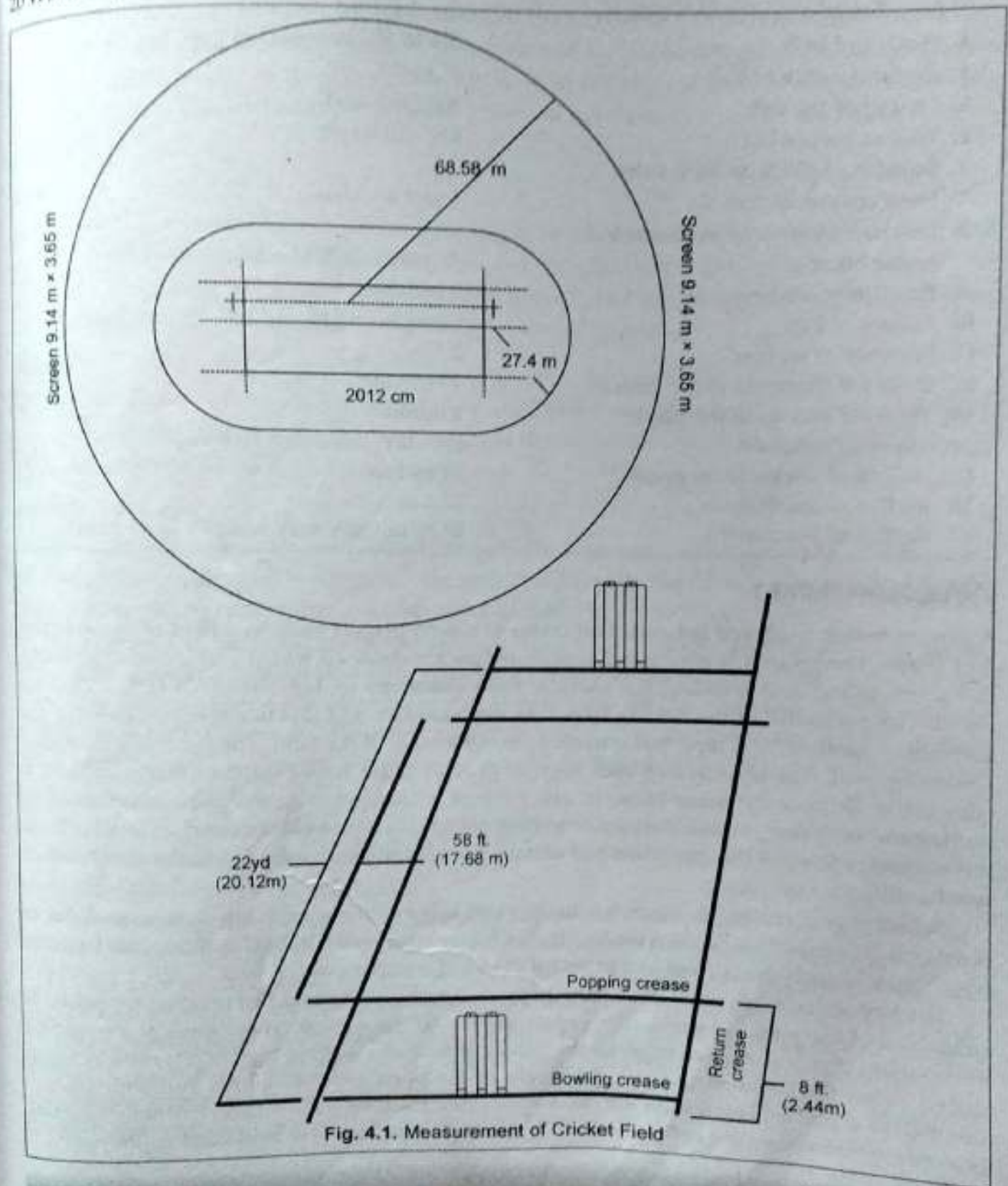
There is no definite opinion about the origin of cricket. According to some persons, this game was originated in France while majority of the persons say that cricket was originated in England. According to the 'Wisdon', which is called the Bible of Cricket, the cricket was mentioned first time in 1300 AD. It is verified from the bat and ball, which were found from the almirah of 'King Edward'. First time, the word 'cricket' was used in the edition of 'English-Italian' dictionary of Florida. According to some people, the cricket used to be played by cowboys and shepherds of England during 13th century. In 1706, William Gold mentioned a cricket match in his poem. In 1709, the first cricket match was played between the teams of London and Kent. In 1710, Cambridge University and in 1729, Oxford University started playing the cricket.

In real sense, the golden chapter of cricket begins from 1760 AD. The first cricket club was formed in England in 1760. This club was named as Hambuldon Club. This cricket club remained in historical limelight for approximately three decades. This club produced the famous player like John Nairan. The second golden chapter of cricket history begins from the establishment of Marylebone Cricket Club (MCC). This club was formed in England in 1787. The first cricket match was played at Lords, the famous ground on June 27, 1788. The first official Test match was played between Australia and England in 1877. This match was won by Australia. Owing to disappointment, some English women burnt the bails and later on the ash of bails was handed over to the Australian team. Since then, England and Australia play cricket with each other for 'ashes'. After that Imperial Cricket Conference was formed in England in 1909 and along this cricket got its international recognition in the same year. Besides England, Australia and South Africa became member of Imperial Cricket Conference. In 1926, India, West Indies and New Zealand also became its members. Pakistan also became its member in 1952. Due to racial policy, South Africa was debarred from its membership in 1971. In 1956, the name of this conference was changed to "International Cricket Conference". With the passage of time, other countries (besides Commonwealth countries) also got its membership. At present England, Australia, India, Sri Lanka, West Indies, New Zealand, Pakistan, America, Argentina, Canada, Denmark, Kenya, Zimbabwe, Bangladesh, Holland, Bermuda, Fiji, Singapore, Hong Kong, Israel and Malaysia, etc. are its members or associate members.

The first One-day International match in cricket history was played on 5th January, 1971. This One-day match was played between England and Australia. Forty overs per innings were fixed for this match. The credit of organisation and development of One-day International cricket matches also goes to England. As a result of persistent efforts of England, the first World Cup cricket was organised in England. The teams of eight countries took part in this World Cup cricket. West Indies defeated Australia by 17 runs during the final match of this World Cup. After the arrival of Britishers, cricket was introduced in India. The history of Indian cricket begins from 1721. A cricket club was formed in Calcutta in 1792. In the beginning, cricket was played by kings and princes but now it has become the most popular game in India. The first team from India toured England in 1866. In the beginning, the Indian cricket players showed



their capabilities by participating in foreign teams. First time, Maharaja Ranjit Singh, the member of English team made a century in World Cup cricket. India played its first Test match against England at Lords ground in 1932. The Ranji Trophy was started in 1934. In 1928, under the chairmanship of R.E. Grant, the Indian Cricket Control Board was formed. The first ICC Twenty 20 World cup cricket was started in 2007.



## MEASUREMENTS OF THE CRICKET GROUND AND SPECIFICATIONS OF SPORTS EQUIPMENTS

### Cricket

1. Number of players in a team	11 + 5 (Extra) = 16
2. Number of umpires in a match	2 + 1 (Third umpire)
3. Weight of ball	5½ to 5¾ ounces (156 gm)
4. Circumference of ball	8" to 9"
5. Length of the bat	38" (96.5 cm)
6. Widest part of bat	4¼" (10.8 cm)
7. Breadth of pitch on both sides from central wicket	4 feet 4 inches
8. Distance of stumps from one side to the other	22 yards or 2012 cm
9. Breadth of wickets	9 inches
10. Colour of ball	white for night and red for day time
11. Number of scorers	2
12. Time for changing every innings	10 minutes
13. Time for changing the player	2 minutes
14. Types of matches	one day, three day, five day
15. Height of wicket from ground	28 inches
16. Radius of small circle	27.4 m
17. Radius of boundary	68.58 m (may vary from 75 to 85 yards)

### RULES OF CRICKET

A cricket match is played between two teams of eleven players each on a field of variable size and shape. The ground is grassy and is prepared by groundsmen whose jobs include fertilising, mowing, rolling and levelling the surface. Field diameters of 140–160 yards (130–150m) are usual. The perimeter of the field is known as the boundary and this is sometimes painted and sometimes marked by a rope that encircles the outer edge of the field. The field may be round, square or oval. The objective of each team is to score more runs than the other team and to completely dismiss the other team. In one form of cricket, winning the game is achieved by scoring the most runs, even if the opposition has not been completely dismissed. In another form, it is necessary to score the most runs and dismiss the opposition in order to win the match, which would otherwise be drawn.

Before play commences, the two team captains toss a coin to decide which team shall bat or bowl first. The captain who wins the toss makes his decision on the basis of tactical considerations which may include the current and expected field and weather conditions.

The key action takes place in a specially prepared area of the field that is called the pitch. At either end of the pitch, 22 yards (20m) apart, are placed the wickets. These serve as a target for the bowling side and are defended by the batting side which seeks to accumulate runs. A run is scored when the batsman has run the length of the pitch after hitting the ball with his bat, although as explained below there are many ways of scoring runs. If the batsmen are not attempting to score any more runs, the ball is dead and is returned to the bowler to be bowled again.



The bowling side seeks to dismiss the batsmen by various means until the batting side is all out, whereupon the side that was bowling takes its turn to bat and the side that was batting must take the field.

In professional matches, there are 15 people on the field while a match is in play. Two of these are the umpires who regulate all on-field activity. Two are the batsmen, one of whom is the striker as he is facing the bowling; the other is called the non-striker. The roles of the batsmen are interchangeable as runs are scored and overs are completed. The fielding side has all 11 players on the field together. One of them is the bowler, another is the wicketkeeper and the other nine are called fielders. The wicketkeeper is nearly always a specialist but any of the fielders can be called upon to bowl.

### **Pitch**

The pitch is 22 yard long between the wickets and is 10 feet (3.0 m) wide. It is a flat surface and has very short grass that tends to be worn away as the game progresses. The condition of the pitch has a significant bearing on the match and team tactics are always determined with the state of the pitch, both current and anticipated, as a deciding factor.

### **Wickets**

Each wicket consists of three wooden stumps placed in a straight line and surmounted by two wooden crosspieces called bails, the total height of the wicket including bails is 28.5 inches and the combined width of the three stumps is 9 inches.

### **Creases**

Four lines, known as creases, are painted onto the pitch around the wicket areas to define the batsman's safe territory and to determine the limit of the bowler's approach. These are called the "popping" (or batting) crease, the bowling crease and two "return" creases.

The stumps are placed in line on the bowling creases and so these must be 22 yards apart. A bowling crease is 8 feet 8 inches long with the middle stump placed or fixed exactly at the centre. The popping crease has the same length, is parallel to the bowling crease and is 4 feet in front of the wicket. The return creases are perpendicular to the other two; they are adjoined to the ends of the popping crease and are drawn through the ends of the bowling crease to a length of at least 8 feet.

When bowling the ball, the bowler's back foot in his delivery stride must land within the two return creases while his front foot must land on or behind the popping crease. If the bowler breaks this rule, the umpire calls "No ball".

The importance of the popping crease to the batsman is that it marks the limit of his safe territory for he can be stumped or run out if the wicket is broken while he is out of his ground.

Pitches vary in consistency and thus in the amount of bounce, spin and seam movement available to the bowler. Hard pitches are usually good to bat on because of high but even bounce. Dry pitches tend to deteriorate for batting as cracks often appear and when this happens spinners can play a major role. Damp pitches, or pitches covered in grass allow good fast bowlers to extract extra bounce. Such pitches tend to offer help to fast bowlers throughout the match, but become better for batting as the game goes on.



## Bat

The bat is made of wood and has the shape of a blade topped by a cylindrical handle. The blade must not be more than  $4\frac{1}{4}$  inches wide and the total length of the bat not more than 38 inches.

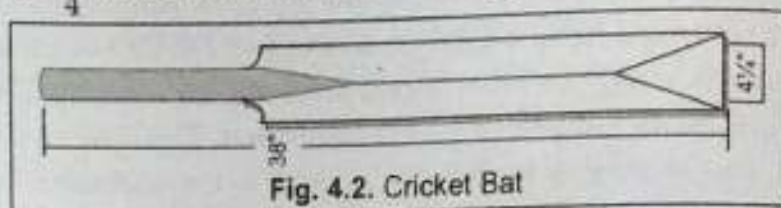


Fig. 4.2. Cricket Bat

## Ball

The ball is a hard leather-seamed spheroid with a circumference of 9 inches. The hardness of the ball, which can be delivered at speed of more than 90 miles per hour (140 km/h), is a matter for concern and batsmen wear protective clothing including pads, batting gloves for the hands, a helmet for the head and an abdominal guard. Some batsmen wear additional padding inside their shirts and trousers such as thigh pads, arm pads, rib protectors and shoulder pads.

## Duties of Match Referee

A match referee administers a cricket match by watching the game from outside the field. The referee makes no decisions of relevance to the outcome of the game, but he has the power to fine players and/or teams for unethical play. In cricket matches, these penalties are monetary fines and/or suspension from subsequent matches.

## Umpires

Two umpires are appointed one on each end (bowlers end and strikers end) to control the game. The umpires shall take positions from where they can easily see any act upon which their decision may be required. The umpire at the strikers end may elect to stand on the off instead of leg side of the pitch. The umpires shall change the ends after each side has had one innings.

## Duties of the Umpires

The umpire should ensure that the game is conducted and the equipments used are strictly in accordance with rules and regulations of cricket. They should make sure that the wickets are properly pitched, whether the ground is fit for the play and whether there is appropriate light for play. Umpires shall make frequent and regular inspections of the condition of the ball. If there is any dispute regarding the use of the ball, the umpire shall change the ball after consultation and the ball must be of similar condition to that in use. An umpire may consult with the other umpire on a point of fact which the latter may have been in a better position to see and shall then give his decision. If the doubt remains after consultation, the decision shall be given in favour of the batsman. All disputes shall be determined by the umpires. The umpire's decision is final and he may change his decision.

## Duties of Third Umpire

The third umpire is also known as an off-field umpire who usually gives his decision when the on-field umpires are unsure. The third umpire sits off the field, with a television replay monitor. The field umpire can use his discretion to refer a close decision to the third umpire to refer to dismissal of a batsman, catches or boundaries via a wireless set or a signal light system. The third umpire looks at various TV replays from different angles and comes to a conclusion by pressing the appropriate signal. A red light indicates that the batsman is out and a green one otherwise. In the event that the third umpire too is unable to get a clear picture, the benefit of the doubt again goes to the batsman. Over the years, the TV umpire has been asked to assist in dismissals such as run-outs, stumped, caught and hit wicket.



# CRICKET UMPIRE SIGNALS



Out



Leg-bye



No-ball



Dead ball



Bye



Boundary 6



Boundary 4



Disregard last signal



Short run



Wide



## Duties of Scorers

Outside the field, the match details including runs and dismissals are recorded by two official scorers, one representing each team. The scorers are directed by the hand signals of an umpire. For example, the umpire raises a forefinger to signal that the batsman is out. He raises both arms above his head if the batsman has hit the ball for six runs. The scorers are required by the rules of cricket to record all runs scored, wickets taken and overs bowled.

## Innings

The innings is the term used for the collective performance of the batting side. All eleven members of the batting side take a turn to bat an "innings" and can end before they all do so.

Depending on the type of match being played, each team has one or two innings. The term "innings" is also sometimes used to describe an individual batsman's contribution ("he played a fine innings" etc.).

The main aim of the bowler, supported by his fielder, is to dismiss the batsman. A batsman when dismissed is said to be "out" and that means he must leave the field of play and be replaced by the next batsman on his team. When ten batsmen have been dismissed (i.e., are out), then the whole team is dismissed and the innings is over. The last batsman, the one who has not been dismissed, is not allowed to continue alone as there must always be two batsmen "in". This batsman is termed "not out".

If an innings should end before ten batsmen have been dismissed, there are two "not out" batsmen. An innings can end early for three reasons: because the batting side's captain has chosen to "declare" the innings closed (which is a tactical decision), or because the batting side has achieved its target and won the game, or because the game has ended prematurely due to bad weather or running out of time. In limited overs cricket, there might be two batsmen still "in" when the last of the allotted overs has been bowled.

## Overs

The bowler bowls the ball in sets of six deliveries (or "balls") and each set of six balls is called an over. This name came about because the umpire calls "Over!" when six balls have been bowled. At this point, another bowler is deployed at the other end and the fielding side changes ends. A bowler cannot bowl two successive overs, although a bowler can bowl unchanged at the same end for several overs. The batsmen do not change ends and so the one who was non-striker is now the striker and vice versa. The umpires also change positions so that the one who was at square leg now stands behind the wicket at the non-striker's end and vice versa.

## Combination of a Team

A team consists of eleven players. Depending on his or her primary skills, a player may be classified as a specialist batsman or bowler. A well-balanced team usually has five or six specialist batsmen and four or five specialist bowlers. Teams nearly always include a specialist wicketkeeper because of the importance of this fielding position. Each team is headed by a captain who is responsible for making tactical decisions such as determining the batting order, the placement of fielders and the rotation of bowlers.

A player who excels in both batting and bowling is known as an all-rounder. One who excels as a batsman and wicketkeeper is known as a "wicketkeeper/batsman", sometimes regarded as a type of all-rounder. True all-rounders are rare as most players focus on either batting or bowling skills.



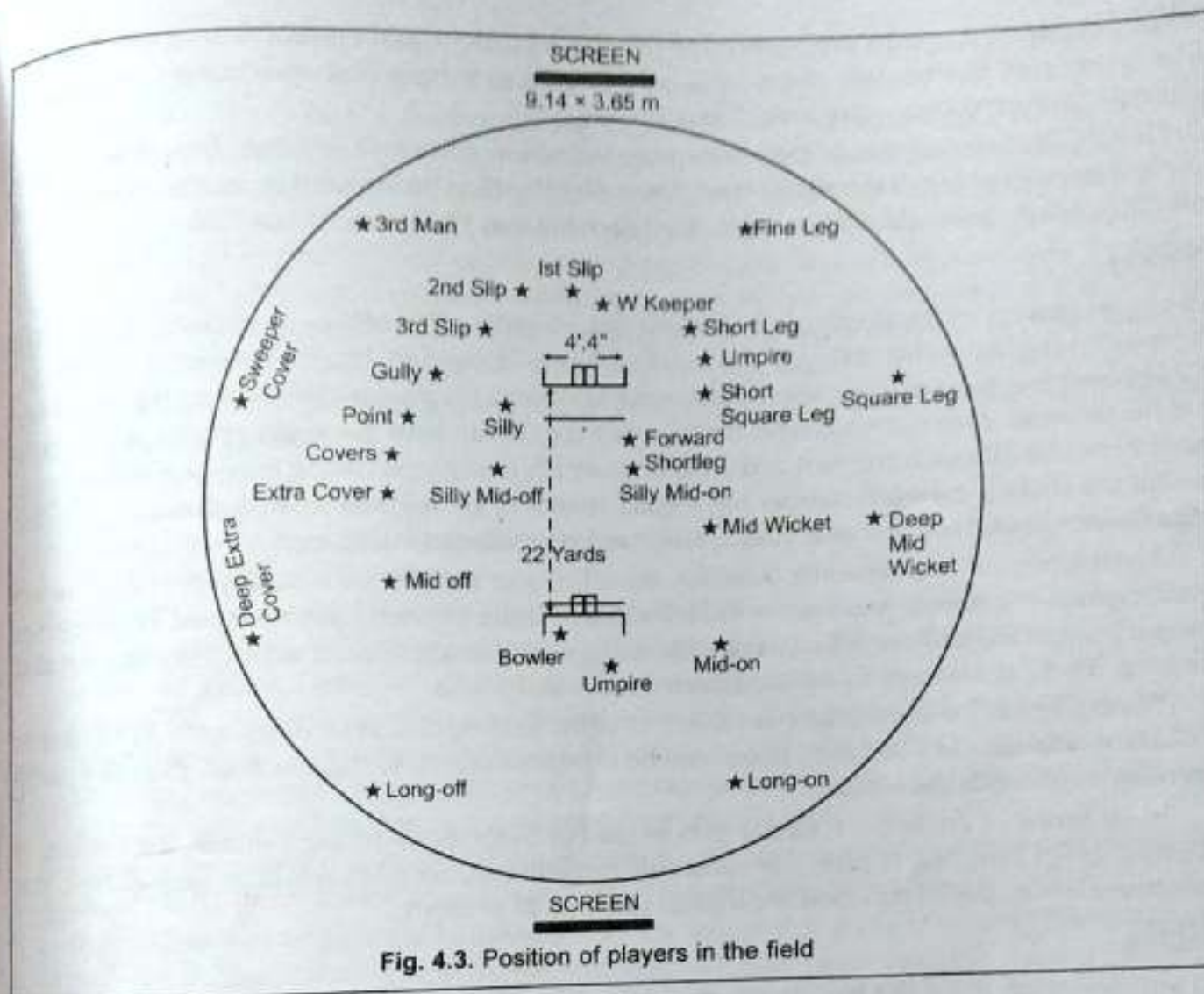


Fig. 4.3. Position of players in the field

## Bowling

The bowler reaches his delivery stride by means of a "run-up", although some bowlers with a very slow delivery take no more than a couple of steps before bowling. A fast bowler needs momentum and takes quite a long run-up, running very fast as he does so.

The fastest bowlers can deliver the ball at a speed of over 90 miles per hour (140 km/h) and they sometimes rely on sheer speed to try and defeat the batsmen, who is forced to react very quickly. Other fast bowlers rely on a mixture of speed and guile. Some fast bowler make use of the seam of the ball so that it "curves" or "swings" in flight. This type of delivery can deceive a batsman into mistiming his shot so that the ball touches the edge of the bat and can then be "caught behind" by the wicketkeeper or a slip fielder.

At the other end of the bowling scale is the "spinner" who bowls at a relatively slow pace and relies entirely on guile to deceive the batsman. A spinner will often "buy his wicket" by "tossing one up" (a parabolic path) to lure the batsman into making a poor shot. The batsman has to be very wary of such deliveries as they are often "flighted" or spun so that the ball will not behave quite as he expects and he could be "trapped" into getting himself out.

In between the pacemen and the spinners are the "medium pacers" who rely on persistent accuracy to try and contain the rate of scoring and wear down the batsman's concentration.

All bowlers are classified according to their looks or style. The classifications as with much



cricket terminology, can be very confusing. Hence, a bowler could be classified as LF, meaning he is a left arm fast bowler, or as LBG, meaning he is a right arm spin bowler who bowls deliveries that are called a "leg break" and a "Googly".

During the bowling action the elbow may be held at any angle and may bend further, but may not straighten out. If the elbow straightens illegally then the square-leg umpire may call no-ball. The current laws allow a bowler to straighten his arm 15 degrees or less.

### Fielding

All eleven players on the fielding side take the field together. One of them is the wicketkeeper *aka* "keeper" who operates behind the wicket being defended by the batsman on strike. Wicketkeeping is normally a specialist's occupation and his primary job is to gather deliveries that the batsman does not hit, so that the batsman cannot run byes. He wears special gloves (he is the only fielder allowed to do so) and pads to cover his lower legs. Owing to his position directly behind the striker, the wicketkeeper has a good chance of getting a batsman out caught off a fine edge from the bat. He is the only player who can get a batsman out stumped.

Apart from the one currently bowling, the other nine fielders are tactically deployed by the team captain in chosen positions around the field. These positions are not fixed but they are known by specific and sometimes colourful names such as slip, "third man", silly mid on and long leg. There are always many unprotected areas in the field.

The captain is the most important member of the fielding side as he determines all the tactics including who should bowl (and how); and he is responsible for setting the field, though usually in consultation with the bowler.

In all forms of cricket, if a fielder gets injured or becomes ill during a match, a substitute is allowed to field instead of him. The substitute cannot bowl, act as a captain or keep wicket. The substitute leaves the fields when the injured player is fit to return.

### Batting

At any one time, there are two batsmen in the playing area. One of the batsman remains at the striker's end to defend the wicket and to score runs if possible. The other batsman takes the position at non-striker's end.

Batsmen come in to bat in a batting order decided by the captain of the team. The top batting positions are usually given to the most competent batsman in the team. Though it is not mandatory so when a wicket falls any player who has not yet batted may be sent for batting. If a batsman retires due to injury, he is actually 'not out'. A substitute in such case is not allowed, but he may resume if he is not extremely injured. If he is able to bat but not run then another player may run for him.

### Runs

The primary concern of the batsman on strike (*i.e.*, the "striker") is to prevent the ball hitting the wicket and secondarily to score runs by hitting the ball with his bat so that he and his partner have time to run from one end of the pitch to the other before the fielding side can return the ball. To register a run, both runners must touch the ground behind the crease with either their bats or their bodies (the batsmen carry their bats as they run). Each completed run increments the score.

More than one run can be scored from a single hit but, while hits worth one to three runs are common, the size of the field is such that it is usually difficult to run four or more. To compensate for this, hits that reach the boundary of the field are automatically awarded four runs if the ball



touches the ground to the boundary or six runs if the ball clears the boundary on the full. The batsman do not need to run if the ball reaches or crosses the boundary.

Hits for five are unusual and generally rely on the help of "overthrow" by a fielder returning the ball. If an odd number of runs is scored by the striker, the two batsmen have changed ends and the one who was non-striker is now the striker. Only the striker can score individual runs but all runs are added to the team's total. The decision to attempt a run is ideally made by the batsman who has the better view of the ball's progress and this is communicated by calling: "yes", "no" and "wait" are often heard. Running is a calculated risk because if a fielder breaks the wicket with the ball while the nearest batsman is out of his ground (*i.e.*, he does not have part of his body or bat in contact with the ground behind the popping crease), the batsman is run out.

A team's score is reported in terms of the number of runs scored and the number of batsmen that have been dismissed.

### Extras

Additional runs can be gained by the batting team as extras due to errors made by the fielding side. This is achieved in four ways:

1. **No ball.** A penalty of one extra that is conceded by the bowler if he breaks the rules of bowling either by (a) using an inappropriate arm action; (b) overstepping the popping crease; (c) having a foot outside the return crease. In addition, the bowler has to re-bowl the ball. In limited overs matches, a no ball is called if the bowling team's field setting fails to comply with the restrictions. In shorter formats of the game (20-20, ODI) the free hit rule has been introduced. The ball following a front foot no-ball will be a free-hit for the batsman. Whereby he is safe from losing his wicket except for being run-out.
2. **Wide.** A penalty of one extra that is conceded by the bowler if he bowls so that the ball is out of the batsman's reach; as with a no ball, a wide must be re-bowled.
3. **Bye.** Extra(s) awarded if the batsman misses the ball and it goes past the wicketkeeper to give the batsmen time to run in the conventional way (note that the mark of a good wicketkeeper is one who restricts the tally of byes to a minimum).
4. **Leg bye.** Extra(s) awarded if the ball hits the batsman's body, but not his bat and it goes away from the fielders to give the batsmen time to run in the conventional way.

When the bowler has bowled a no ball or a wide, his team incurs an additional penalty because that ball (*i.e.*, delivery) has to be bowled again and hence the batting side has the opportunity to score more runs from this extra ball. The batsmen have to run (*i.e.*, unless the ball goes to the boundary for four) to claim byes and leg byes but these only count towards the team total, not to the striker's individual total for which runs must be scored off the bat.

### Dismissal of Batsman

1. **Bowled.** The bowler has hit the wicket with the ball and the wicket has "broken" with at least one bail being dislodged. If the ball hits the wicket without dislodging a bail it is not out.
2. **Caught.** The batsman has hit the ball with his bat or with his hand and the ball has been caught before it has touched the ground by a member of the fielding side.
3. **Leg before wicket (lbw).** First and foremost, the ball must, in the opinion of the on-field umpire, be going onto hit the stumps if the ball had not hit the pad of the batsman first. If the batsman plays an attempted shot to the delivery, then the ball must hit the batsman's pad in line with the stumps and be going on to hit the stumps for the batsman to be given out.



out. If the batsman does not attempt to play a shot, then the ball does not have to hit the pad in line with the stumps but it still must be going on to hit the stumps. If the ball pitches outside the leg stump, then the batsman cannot be given out under any circumstances.

4. **Run out.** A member of the fielding side has broken or "put down" the wicket with the ball while a batsman was out of his ground; this usually occurs by means of an accurate throw to the wicket while the batsmen are trying to make a run.
5. **Stumped** is similar except that it is done by the wicketkeeper after the batsman has missed the bowled ball and has stepped out of his ground and is not attempting a run.
6. **Hit wicket.** A batsman is out hit wicket, if he dislodges one or both bails with his bat, person, clothing or equipment in the act of hitting the ball, or when setting off for a run.
7. **Hit the ball twice** is very unusual and was introduced as a safety measure to counter dangerous play and protect the fielders. The batsman may legally play the ball a second time only to stop the ball hitting the wicket after he has already played it.
8. **Obstructed the field.** Another unusual dismissal which tends to involve a batsman knowingly getting in the way of a fielder.
9. **Handled the ball.** A batsman must not intentionally use his hand to protect his wicket (note that the bowled ball often hits the batsman's hand but this is not intentional by the batsman and so is not out; though he can of course be caught off his hand).
10. **Timed out** usually means that the next batsman did not arrive at the wicket within three minutes of the previous one being dismissed.

In the vast majority of cases, it is the striker who is out when a dismissal occurs. If the non-striker is dismissed it is usually by being run out, but he could also be dismissed for obstructing the field, handling the ball or being timed out.

A batsman may leave the field without being dismissed. If injured or taken ill the batsman may temporarily retire and be replaced by the next batsman. This is recorded as retired hurt or retired ill. The retiring batsman is not out and may resume the innings later. An unimpaired batsman may retire and this is treated as being dismissed retired out; no player is credited with the dismissal. Batsmen cannot be out *bowled, caught, leg before wicket, stumped or hit wicket off a no ball*. They cannot be out *bowled, caught, leg before wicket, or hit the ball twice off a wide*. Some of these modes of dismissal can occur without the bowler bowling a delivery. The batsman who is not on strike may be run out by the bowler if he leaves his crease before the bowler bowls and a batsman can be out obstructing the field or retired out at any time. Timed out is, by its nature, a dismissal without a delivery. With all other modes of dismissal, only one batsman can be dismissed per ball bowled.

### **Innings Closed**

An innings is closed when:

1. Ten of the eleven batsmen are out; in this case, the team is said to be "all out".
2. The team has only one batsman left who can bat, one or more of the remaining players being unavailable owing to injury, illness or absence; again, the team is said to be "all out".
3. The team batting last reaches the score required to win the match.
4. The predetermined number of overs has been bowled (in a one-day match only, most commonly 50 overs; or 20 in Twenty-20).
5. A captain declares his team's innings closed while at least two of his batsmen are not out (this does not apply in one-day limited over matches).



## Results

If the team that bats last is all out having scored fewer runs than their opponents, the team is said to have "lost by number of runs". If the team that bats 1st scores enough runs to win, it is said to have "won by  $n$  wickets", where  $n$  is the number of wickets left to fall. For instance a team that passes its opponents' score having only lost six wickets would have won "by four wickets".

In a two-innings-a-side match, one team's combined first and second innings total may be less than the other side's first innings total. The team with the greater score is then said to have won by an innings and  $n$  runs and does not need to bat again;  $n$  is the difference between the two teams' aggregate scores.

If the team batting last is all out and both sides have scored the same number of runs, then the match is a tie; this result is quite rare in matches of two innings a side. In the traditional form of the game, if the time allotted for the match expire before either side can win, then the game is declared a draw.

## LATEST GENERAL RULES

1. **The players.** (a) A match is played between eleven players on each of the two sides. One of the players on each side shall be the captain. If the captain is not available, the vice-captain shall act as a captain. (b) Before the toss for innings, players shall be nominated by the captain.
2. **Boundaries.** Though no distance of the boundaries from the wicket is fixed but it should be 75 to 85 yards. Due to this, the playing grounds vary in size everywhere.
3. **Follow on.** The side batting first and leading by 200 runs in a five day match, 150 runs in a three day match, 100 runs in a two day match and 75 runs in a one day match can ask their opponents to follow their innings.
4. **Batsman Getting out.** (a) When he is bowled. (b) When he is caught from a stroke off his bat and the ball is held by the fielder before it touches the ground. The fielder's both feet must be in playing area. (c) When he handles the ball. (d) When he hits the ball twice. (e) Leg before wicket (LBW). (f) He is run out if he is out of his crease while the ball is in play and his wicket is put down by a fielder. (g) When he hits the wicket with his bat, body part or dress. (h) He is stumped. (i) When he is obstructing the fielder intentionally. (j) He is out, timed out if he takes more than two minutes intentionally to enter the field at the fall of the wicket.
5. **New Balls.** Now in One Day International matches, each fielding team shall have two new balls for its innings, to be used in alternate overs i.e., one ball from each end.
6. **Powerplays and Fielding Restrictions.** Now there will be no catching fielders from 1<sup>st</sup> to 10<sup>th</sup> over in an ODI and no batting powerplays will be allowed between 15<sup>th</sup> and 40<sup>th</sup> overs. In case of fielding, 5 fielders will be allowed outside the 30 yard circle between the 41<sup>st</sup> and 50<sup>th</sup> overs instead of four fielders. In both ODIs and T-20s, all 'No Balls' not just foot faults, will lead to a free hit.
7. **Obstructing the Field.** Now batsman can be given out obstructing the field if he changes his course while running to prevent a run out chance. This change is applicable for test, ODI and T-20 matches.
8. **Runners.** A runner for a batsman in case of injury is not permitted now. It is also applicable in tests, ODIs and T-20s.



9. **To Runout a Non-striker Batsman.** Now the bowlers will be able to attempt to run out non-striker before delivery. Previously, the bowler could only runout a non-striker backing up if he did so before he had entered his delivery stride. This rule is applicable in Test, ODI and T-20 matches.
10. **Duration of Intervals.** Although the duration of the lunch and tea intervals remain unchanged *i.e.*, 40 and 20 minutes respectively, the host team, with the consent of the other side, can apply to the ICC for an approval for intervals of 30 minutes each. It is applicable for test matches.
11. **Day-Night Tests.** Participating countries can decide whether to play day-night test matches. The home and visiting boards will decide on the hours to play which will be six hours of scheduled play per day. The two boards will also decide on the precise brand, type and the colour of the ball to be used for the match.
12. **Bouncers.** In One Day Internationals, a bowler can bowl only two bouncers in an over. Earlier only one bouncer was allowed. It is not applicable for Twenty-20 international matches.
13. **No Ball.** Every dismissal that is possible on a legitimate delivery, the third umpire will check for a foot fault 'No Ball' and inform it to the on-field umpire. If the delivery was not a fair delivery, the third umpire shall advise the on-field umpire by two-way radio who should recall the dismissed batsman, indicate that the batsman is not out and signal no-ball. It is applicable to Tests, One Day Internationals and Twenty-20 Internationals.
14. **Dead Ball.** If the ball, while in play, is hit by the batsman on to the camera or its cable, it will be called a 'dead ball'. It means that the ball shall not be counted as one of the over and no runs shall be scored. It is applicable to Tests, One Day Internationals and Twenty-20 Internationals.
15. **Tie-breaking.** (Twenty-20 Internationals). If a game ends in a tie, each team nominates three batsman and a bowler for super overs or One Over Per Side Eliminator. The two teams come to the crease. For one over (six balls), the first team bowls and fields, while the second team bats. Then, the second team bowls an over, and the first team bats. The team that scores the most runs wins the match.
16. **One Over Per Side Eliminator (Twenty-20 Internationals).** Now in both innings of the One Over Per Side Eliminator, the fielding side will choose which end to bowl from. Only nominated players in the main match may participate in the eliminator. Should any player be unable to continue to participate in the eliminator due to injury, illness or other wholly acceptable reasons, the relevant laws and playing conditions as they apply in the main match shall also apply in the eliminator.  
The fielding captain or his nominee shall select the ball with which he wishes to bowl his over in the eliminator from the box of spare balls provided by the umpires. The box will contain the balls used in the main match, but no new balls. The team fielding first in the eliminator shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.

## TERMINOLOGY

The brief description of some of the terms is given below:

- (a) **Dolly catch.** A very simple catch which is easily taken by a fielder.
- (b) **Maiden over.** A maiden over is that over in which the batsman is unable to make a run.



- (c) **Hat trick.** When a bowler takes three wickets on three consecutive balls he is said to have scored a hat trick.
- (d) **Extras.** Run not scored by the batsman but the run through byes, leg byes, no-balls and wide balls. These runs are included in the scores of a team but not credited to the batsman.
- (e) **Rubber.** In the series of international test matches, a team, who wins more matches than the other team, is called to have won the rubber.
- (f) **Over.** Series of deliveries (6 in England and 8 in Australia) made consecutively by one bowler from one end of the field before the bowling is taken up by another bowler at the other end.
- (g) **Over pitch.** To bowl the ball so that it bounces so far up the wicket that it can be played with ease by the batsman.
- (h) **Seam.** Slightly raised band of stitches round a cricket ball which enables bowlers to make it spin.
- (i) **Sitter.** An extremely easy catch.
- (j) **Skittle.** To dismiss rapidly a side or a number of batsmen.
- (k) **Spin.** To twist the ball when bowling so that, on pitching it changes directions.
- (l) **Sundry.** Sundry means extra. This term is used in Australia.
- (m) **Sweep.** It is stroke in which the ball is played behind the wicket on the leg side with a sweeping movement of the bat.
- (n) **No ball.** A ball is called 'no ball' when either umpire considers that the bowler's delivery is not fair.
- (o) **Gully.** It is an off side fielding position between the slips and point.
- (p) **Bouncer.** Ball pitched short by a fast bowler so that it rises sharply, often over the batsman's head.
- (q) **Sight screen.** It is a large screen positioned on the boundary so that it forms a backdrop behind the bowler, so that the striker can see the ball clearly.

## FUNDAMENTAL SKILLS

There are various fundamental skills of cricket. Some of the skills related to batting and bowling are stated below:

### A. Front Foot Shots (Batting Skills)

Moving onto the front foot is generally done when the length of the ball is such that it pitches relatively close to the batsman's crease—from about 0.5 to 3 metres from the crease. Moving forward brings the batsman's front foot near the point where the ball will bounce, so that he can hit it on the half volley, as it rises from the pitch. This gives the ball little chance to deviate from its line, so makes it easier to hit the ball cleanly.

- (a) **Front foot defensive.** This is played by moving the front foot forward down the pitch, placing the foot just inside the line of the ball. The back foot generally remains still and the front knee bends as the front foot takes the batsman's weight. The bat is brought down vertically, parallel to the front shin and right next to it, in the line of the ball. The aim is not to swing the bat, but to place it as an obstacle to block the ball. The bat should be angled downwards so the ball bounces off it and drops straight down to the pitch, rather than bouncing up into the air where it might be caught. The hands grip the bat loosely to further absorb the impact of the ball and prevent it from bouncing in the air, a technique known as soft hands. The toe of the



bat should be on or close to the pitch, because the ball will generally be low in its trajectory when it hits the bat. The front foot defensive is also known as a block. The front foot defensive is designed to prevent the ball from hitting the wicket and getting the batsman out bowled. The front leg is positioned right next to the bat so there is no appreciable gap between them. This is to prevent the ball deviating inwards and slipping between the bat and pad. There is some danger in this shot if the ball deviates from its line significantly. If the ball deviates inwards enough to miss the bat and strike the pad, the batsman could potentially be out LBW. If the ball deviates outwards enough to hit the edge of the bat it could fly behind the batsman to the wicketkeeper or slips fielders for a catch.

- (b) **Drive.** This is played with the same footwork as a front foot defensive, but the bat is swung at the ball in a vertical arc, rather than being placed stationary in the path of the ball. The aim is to hit the ball into the field, avoiding any infielders and score runs. The bat should be angled downwards so the ball is hit down into the ground and then bounces and rolls along the field, rather than being hit into the air where a fielder might catch it.

The drive defends the wicket in the same way as a front foot defensive, but is designed to score runs. A drive is more risky than a front foot defensive, because swinging the bat gives a chance of mistiming the hit. If the shot is mistimed, the batsman could miss the ball completely, hit the ball into the air where a fielder may catch it, or inside edge the ball onto the wicket. As well as these, deviation of the ball from its line could result in an LBW or an inside or outside edge flying to the wicketkeeper or slips fielders for a catch.

There are a few type of drive, named for the direction in which the ball is hit:

- **On Drive** is hit in the direction of mid on.
- **Off Drive** is hit in the direction of mid off.
- **Cover Drive** is hit in the direction of cover.
- **Square Drive** is hit square of the wicket, in the direction of point.

Generally the batsman will try to hit through the line of the ball. If the ball is travelling into his body or down the leg side he will most likely on drive. If the ball is travelling straight and he is well positioned, he will off drive. If the ball's line is significantly outside off stump or is moving away from the batsman, he will cover or square drive. Off and cover drives are the most common.

- (c) **Lofted Drive.** This is a drive in which the bat is not angled downwards but upwards, to deliberately hit the ball in the air. The batsman attempts to hit the ball so it will fall safely between fielders and not be caught. This shot can be used to hit over a ring of infielders and into an empty outfield. It can also be used with a lot of power to hit the ball over the boundary and score 6 runs.
- (d) **Sweep.** This is a shot played to a slow ball pitching around the line of leg stump. The front foot is moved down the pitch so far that the batsman ends up kneeling on the knee of his back foot. The front shin is kept vertical and directly in line with the path of the ball, but the front knee is bent to allow the kneeling pose. The batsman leans forward over his front knee and swings the bat horizontally in an arc from off to leg side. The aim is to hit the ball just as it bounces off the pitch and send it along the ground square or behind square on the side.
- (e) **Reverse Sweep.** The reverse sweep is an unusual shot, seen rarely. It is essentially like a sweep, but the batsman turns his bat over in his hands and swings it in an arc from the leg to the off side. This hits the ball square or behind square on the off side. The reverse sweep can be played to balls pitching more to the off side than a regular sweep, but the time necessary to adjust the grip on the bat and backswing the bat on the leg side before the



actual swing means that it can only be played to very slow bowling or by premeditating the shot and going into the motions before the ball is released.

## B. Back Foot Shots (Batting Skills)

Moving onto the back foot is generally done when the length of the ball is such that it pitches far from the batsman's crease - more than about 4 metres from the crease - or very close to the crease - within about 1 metre. In the former case, moving back allows the batsman to play the ball after it has risen to waist height or above and give him time to watch the ball for any deviation after it bounces. In the latter case, moving back positions the batsman so he can hit the ball on the half volley.

- (a) **Back Foot Defensive.** This is played by shifting the weight on to the back foot and holding the bat vertically in the path of the ball. Like the front foot defensive, the bat is angled downwards so the ball drops quickly to the pitch, but unlike it the toe of the bat is held well off the pitch, since the ball is bouncing higher by the time it hits the bat. This technique can handle the ball bouncing up as high as the waist.
- (b) **Leg Glance.** This is a subtle scoring shot dealing with balls pitched on the line of the batsman's legs or slightly to the leg side. The batsman leans his weight on to the back foot, perhaps shuffling sideways to improve the relative line of the ball. He holds the bat vertically and connects with the ball in front of his pads, with the bat angled back to the leg side. Any swing of the bat is minimal. The ball is deflected fine down the leg side behind the batsman.
- (c) **Pull.** This is another attacking shot, this time played at a ball pitched on the line of the stumps or the batsman's body. The batsman steps back swings the bat in a horizontal arc, hitting the ball in front of his body as the bat swings to the leg side, "pulling" the ball around to the leg side. A pull can send the ball in almost any direction on the leg side, though most often to the midwicket or square leg regions. As with the cut, the batsman rolls his wrist as he hits the ball, to angle the bat blade downwards and make the ball fly down into the ground to avoid being caught.
- (d) **Hook.** This is a very aggressive shot, played at balls pitched short on the line of the body, that bounce to around head height. The batsman steps back and brings his head just to the off side of the line of the ball. He swings the bat through a diagonal arc, up in front of his body, hitting the ball as it passes his head. This hits the ball high into the air over square leg or behind square on the leg side. A well-executed hook will hit the ball over the boundary for six runs. If the batsman does not have enough power, he may be able to direct the ball to land away from outfielders.
- (e) **Cut.** This is an aggressive attacking shot played at a ball pitched on a line outside the off stump. The batsman steps back and either towards or away from the line of the ball, the goal being to place about a metre of space between his body and the ball as it passes him. The bat is swung in a horizontal arc, connecting with the ball just after it has passed the batsman's body, hitting it square or behind square on the off side. As the bat hits the ball, the batsman rolls his wrists to make the blade of the bat angle downwards, so the ball is hit down into the ground, preventing it being caught by a fielder.

## C. Bowling Skills

- (a) **Full Toss.** A full toss is a ball which does not bounce on the pitch before reaching the batsman. Full tosses are generally easy to hit, and batsman relish the thought of being bowled one. The standard response is to step onto the front foot, swing the bat through the line of the ball, and crash it through the field in precisely the direction the batsman desires.



Full tosses are frequently hit to or over the boundary for 4 or 6. Bowlers try not to bowl full tosses, but occasionally they misjudge the length of an attempted yorker, or their fingers slip as they release the ball.

(b) **Yorker.** A yorker is a ball pitched on or near the batsman's crease. This is one of the most dangerous balls in the game if pitched on the line of the stumps. The batsman has two options:

- Step onto the front foot and attempt to hit the ball just before it hits the pitch. This requires good timing and can be dangerous if the ball dips under the toe of the bat as it is swung.
- Step on the back foot and bring the bat down quickly for a back foot defensive shot. The bat needs to travel rapidly from the normal backswing because it has to travel further than a normal back foot defensive, to block the ball right on the pitch. If the ball hits the pitch and bat together, it can squeeze through the gap under the bat unless the bat is held forcefully on the pitch.

In either case, if the ball gets under the bat and is on the line of the wicket, the batsman will probably be bowled. A good yorker cannot effectively be hit for runs. The best the batsman can hope to do is defend and keep it away from his wicket.

### IMPORTANT TOURNAMENTS

1. Irani Trophy (Ranji Winner-Rest of India)
2. Ashes Cup (Australia-England Test Series)
3. Duleep Trophy (Inter-zonal Tournament)
4. Deodhar Trophy (Limited over Inter-zonal Tournament)
5. Ranji Trophy (Inter-zonal Tournament)
6. Cooch Bihar Trophy (Inter-zonal Tournament for boys under 19 years)
7. C.K. Naidu Trophy
8. Vijay Merchant Trophy (Boys under 15 years)
9. Rani Jhansi Trophy (Inter-zonal Tournament, Women)
10. Indira Priyadarshini Trophy (One day, Women)
11. I.C.C. Trophy (One day)
12. Australia Cup (One day)
13. Champions Trophy (One day)
14. Sharjah Cup (One day)
15. B and Z Trophy (India-New Zealand, one day)
16. Sheeshmahal Cricket Cup
17. Benson and Hedges Cup (One day)
18. Rothmans Cup (One day)
19. Wills Trophy
20. Charminar Challenge Cup
21. Hero Cup
22. Reliance Cup
23. Vijay Hazare Trophy
24. Escort Trophy
25. Pepsi Cup



- 26. World Legends Cup
- 27. Coca-Cola Trophy (Asian Test Championship)
- 28. World Cup Twenty-20

The brief description of some of the important tournaments is given below:

- (a) **Ashes Cup.** This cup is played between Australia and England. It is a test series.
- (b) **World Cup.** It is a one day international competition. It is held after every four years. The first World Cup was organised from June 7, 1975 at Lords Stadium (England). The first match was played between India and England. In the beginning, this cup was named as 'Prudential Cup' and later on this cup was named as World Cup Cricket on June 9, 1979. Since 1999 World Cup, its name has been changed permanently as I.C.C. Trophy. India won the World Cup in 1983.
- (c) **Rohinton Baria Trophy.** This is a national level tournament. This trophy is awarded in inter-university cricket tournament. It is held every year.
- (d) **C.K. Naidu Trophy.** C.K. Naidu Trophy is awarded in the inter-state schools' cricket tournament.
- (e) **Ranji Trophy.** The Ranji Trophy was launched as the "Cricket Championship of India" at a meeting of the Board of Control for Cricket in India in July 1934. The first Ranji Trophy fixtures took place in 1934-35 with Bombay walking away with the top honour.
- (f) **Irani Trophy.** The Irani Trophy was conceived during the 1959-60 season to commemorate the 25th year of the Ranji Trophy championship. The tournament was named after the late Z.R. Irani, who was associated with the Board of Control for Cricket in India since its inception in 1928.
- (g) **Duleep Trophy.** The Duleep Trophy, named after Kumar Shri Duleepsinghji, was launched by the BCCI to espouse more competition in the Indian cricket arena. The tournament was proposed to help the national selectors in assessing the form of the cricketers.
- (h) **Deodhar Trophy.** The Deodhar Trophy was started in the 1973-74 as a one-day equivalent of the Ranji Tournament. It is named after the grand old man of Indian Cricket—the Late Prof. D. Deodhar. It is played between the five Indian cricket zones—the North, South, East, West and Central Zone.
- (i) **Challenger Trophy.** The Challenger Trophy began in India in 1994-95. In 1998-99, it was renamed as N.K.P. Salve Challenger Trophy in honour of N.K.P. Salve, the person who was instrumental in bringing the World Cup to the country in 1987. It is played between the Indian national team along with two other teams India A and India B consisting of the most promising Indian cricketers at domestic level.

## FAMOUS NATIONAL AND INTERNATIONAL PERSONALITIES OF CRICKET

### National Personalities

Salim Durrani, Mansur Ali Khan, V.L. Manjrekar, C.G. Borde, Ajit Wadekar, E. Prasanna, B.S. Bedi, S. Venkatraghvan, Eknath Solkar, Chandrashekhar, S.M. Gavaskar, Kapil Dev, Chetan Chauhan, S.M.H. Kirmani, D.B. Vengsarkar, Mohinder Amarnath, Ravi Shastri, Azharuddin, Sandhya Aggarwal, Madan Lal, Ajay Jadeja, Saurav Ganguly, Sachin Tendulkar, Vijay Hazare, P. Umrigar, V. Mankad, Lala Amarnath, Shubhangi, Mahender Singh Dhoni, Nayan Mongia, Venkatesh Prasad, Virender Sehwag, Virat Kohli, Mithali Raj, Harbhajan Singh, Suresh Raina, Rahul Sharma, Rahul Dravid, Amit Mishra, Munaf Patel, R. Ashwin, Ishant Sharma, Joginder Sharma, Rohit Sharma, Gautam Gambhir, Yuvraj Singh, Cheteshwar Pujara.



### International Personalities (current)

M.J. Clarke, S. Chanderpaul, H.M. Amla, K.C. Sangakkara, J.H. Kallis, A.B. de Villiers, R.L. Taylor, M.E.K. Hussey, Younus Khan, H.M. Amia, V. Kohli, I.J.L. Trott, M.S. Dhoni, M.J. Clarke, A.N. Cook, G. Gambhir, D.W. Steyn, V.D. Philander, Saeed Ajmal, H.M.R. K.B. Herath, P.M. Siddle, J.M. Anderson, G.P. Swann, M. Morkel, P.P. Ojha, B.W. Hilfenhaus, Saeed Ajmal, Mohammad Hafeez, S.P. Narine, L.L. Tsotsobe, R. Ashwin, S.T. Finn, G.P. Swann, Abdul Razzak, D.W. Steyn.

The brief introduction of some of the national players is given below:

- (a) **Sunil Gavaskar.** The name of Sunil Manohar Gavaskar does not need any introduction in the history of Indian cricket. He was born on July 10, 1949 in Bombay (now Mumbai). He got his education in Mumbai University, Mumbai. He is also known as "Little Master". In test cricket, he made 10,122 runs. He started his test career in 1970. He played 125 tests for India and remained the captain of Indian team in 47 tests. In 1979, he made 221 runs in an innings in Oval test match. He is also an efficient author of world famous book *Sunny Days*. He has been the Mayor of Mumbai. He was conferred with Arjuna and Padmashri Awards.
- (b) **Sachin Tendulkar.** Sachin Tendulkar is an outstanding player of Indian cricket team. He was born in Mumbai on April 24, 1973. He is also known as 'Master Blaster'. He started his test career in March 1989 against Pakistan in Karachi when his age was 16 years and 205 days only. Thus, he became the youngest Indian player of cricket who played in test matches at international level. Sir Don Bradman also admired and recognised his talent. He was invited by Sir Don Bradman in Australia. He has various records to his credit in both test matches and one day internationals. He was awarded 'Arjuna Award' in 1994. He was also awarded Rajiv Gandhi Khel Ratna Award in 1997-98. He has been conferred with Padma Vibhushan—the most prestigious award in 2008.
- (c) **Kapil Dev.** Kapil Dev was one of the greatest all-rounders of the world of cricket. He was born on Jan. 6, 1959. He started his cricket career when he was only 13-year old. He made more than 5,000 runs in test cricket. He was the captain of Indian cricket team in the "World Cup 1983" and India won that World Cup owing to his extraordinary performance.
- (d) **Saurav Ganguly.** He is an outstanding player of cricket. He was awarded the "CEAT Cricketer of the year Award" in 2000. He got Arjuna Award in 1997.

### International Sports Personalities

- (a) **Sir Donald Bradman.** Sir Donald Bradman was a legendary Australian cricket player. He died on Feb. 26, 2001. He was the greatest cricket player of the world. He was born on August 27, 1908 in New South Wales. He was popularly known as "The Don". He played 52 test matches and maintained an average of 99.94 runs.
- (b) **Shane Warne.** Shane Warne was very dependable bowler of Australia. He started his test career in 1991-92 against India in Sydney. His performance in Seventh World Cup-99 was memorable. He was indeed an extraordinary spinner in the world of cricket.
- (c) **Graham Gooch.** He was an outstanding player of England during his test and one day cricket career. He was born on July 23, 1953 in England. He was equally competent in both forms of the game. He used to open the innings for England.
- (d) **Vivian Richards.** He was one of the finest cricket players of the world. He was given the title of 'Sir' by the queen of England due to his extraordinary contribution to cricket.



## SPORTS AWARDS

### ARJUNA AWARDEES

1961	Salim Durrani
1964	Mansur Ali Khan Pataudi
1965	Vijay Manjrekar
1966	Chandu Borde
1967	Ajit Wadekar
1968	E.V.S. Prasanna
1969	Bishan Singh Bedi
1970	D.N. Sardesai
1971	S. Venkataraghavan
1972	Eknath Dhondur Solkar, B.S. Chandrasekhar
1974	Anjan Bhattacharya (Deaf and Dumb)
1975	Sunil Manohar Gavaskar
1976	Shantha Rangaswamy
1977-78	Gundappa Rao Viswanath
1979-80	Kapil Dev Nikhanj
1980-81	C.P.S. Chauhan, S.M.H. Kirmani
1981	Dilip Vengsarkar
1982	Mohinder Amarnath
1983	Diana Eduljee
1984	Ravi Shastri
1985	Subhangi Kulkarni
1986	Mohammed Azharuddin, Sandhya Aggarwal
1989	Madan Lal
1993	Kiran More, Manoj Prabhakar
1994	Sachin Tendulkar
1995	Anil Kumble
1997	Ajay Jadeja, Saurav Ganguly
1998	Rahul Dravid, Nayan Mongia
2000	Venkatesh Prasad
2001	V.V.S. Laxman
2002	Virender Sehwag
2003	Harbhajan Singh, Mithali Raj
2005	Anju Jain
2006	Anjum Chopra

2008	Gautam Gambhir
2009	Jhulan Goswami
2011	Zaheer Khan
2012	Yuvraj Singh
2013	Virat Kohli
2014	Ravichandran Ashwin
2015	Rohit Sharma
2016	Ajinkya Rahane

### PADMASHRI AWARDEES

1. Jassu Patil
2. Vijay Hazare
3. P. Umrigar
4. Mustaq
5. Gopalan Dev Dhar
6. Bishan Singh Bedi
7. E. Prasanna
8. Nawab Pataudi
9. Ajit Wadekar
10. Pankaj Rai
11. Sunil Gavaskar
12. Kapil Dev
13. S.M.H. Kirmani
14. Kanitkar
15. Chandu Borde
16. Dilip Sardesai
17. Farokh Engineer

### PADMABHUSHAN AWARDEE

C.K. Naidu

### DRONACHARYA AWARDEES

1986	D.P. Azad
1987	Gursharan Singh
1990	Ramakant Achrekar
2004	Sunita Sharma
2016	Raj Kumar Sharma

### RAJIV GANDHI KHEL RATNA AWARDEES

1997-98	Sachin Tendulkar
2007	Mahender Singh Dhoni



## NAMES OF ASSOCIATIONS AND FEDERATIONS

1. Marylebone Cricket Club (MCC)
2. International Cricket Council (ICC)
3. Board of Control for Cricket in India (BCCI)
4. Women's Cricket Association of India
5. State Cricket Association
6. District Cricket Association
7. Pakistan Cricket Board (PCB)
8. England and Wales Cricket Board
9. New-Zealand Cricket Board
10. West Indies Cricket Board
11. Bangladesh Cricket Board
12. Sri Lanka Cricket Board
13. Zimbabwe Cricket Board
14. Asian Cricket Council

The explanation of some of the cricket federation is given below:

1. **Marylebone Cricket Club (MCC).** The Marylebone Cricket Club's headquarter is at Lords in London. Earlier, this club was known as "Hambledon Club". In 1835, certain laws were formed regarding cricket by MCC. These laws were again and again revised in 1884 and 1947. The Marylebone Cricket Club gave cricket a regular shape. Inter-club matches were started by MCC. Cricket became popular throughout the world with the prudent efforts of MCC.
2. **International Cricket Council (ICC).** As a matter of fact, when cricket became more famous, the Imperial Cricket Conference was formed in 1909, to develop this game. Later on, Imperial Cricket Conference gave birth to International Cricket Council (ICC) in 1956. Now, it controls international cricket matches around the world. It controls all the affairs related to cricket.
3. **Board of Control for Cricket in India (BCCI).** The Board of Control for Cricket in India was formed in 1928. It controls all the affairs related to cricket in India. It is affiliated to ICC.
4. **State Cricket Association.** There is also a set up of Cricket Association in each state of India. State Cricket Association organises cricket matches at state level. It is affiliated to BCCI.

## Exercise

1. Draw a neat and clean diagram of cricket ground with all specifications.
2. Describe about the cricket pitch, wickets and creases.
3. Explain about bat and ball.
4. Describe the rules related to umpires and scorers.
5. Explain the latest general rules.
6. Describe about innings in detail.
7. Describe about the good combination of a cricket team.



8. What are the duties of a captain? Explain in brief.
9. What do you mean by batting? Explain about the order of batting.
10. How can the additional runs be gained by batting team as extras?
11. Explain about the dismissal of batsman.
12. In which situations an innings may be closed?
13. If there is a tie how can it be resolved in a Twenty-20 match?
14. Write short notes on the following:
 

(a) Yorker	(b) Full toss	(c) Drive	(d) Sweep
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15. Write short note on the following batting skills:
 

(a) Pull	(b) Hook	(c) Cut	(d) Leg glance
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16. Mention any six situations when umpire can declare a batsman out.
17. Can a batsman be substituted if he is retired due to injury?
18. What do you mean by 'No Ball'?
19. What do you mean by 'third umpire'?
20. Explain the duties of umpires.
21. Explain the types of creases.
22. Name the front foot shots.
23. Name the back foot shots.
24. What do you mean by 'drive'? Name the types of drive.
25. What is 'Reverse sweep'?
26. Briefly describe the following terms:
 

(a) Dolly catch	(b) Hat-trick	(c) Extras	(d) over
(e) Seam	(f) Bouncer	(g) Sight screen	(h) Powerplay
27. Explain in brief about six important tournaments.
28. Describe about any four associations/federations.

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