

3rd Edition

Cricket





Discover the best players and the biggest leagues

Take an in-depth look at the various formats

Julian Knight

Author, journalist, and life-long cricket nerd

Tom Dunmore

Coauthor of *Soccer For Dummies*Head of Marketing, Major League Cricket





Cricket

3rd Edition

by Julian Knight and Tom Dunmore



Cricket For Dummies®, 3rd Edition

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Introduction

elcome to the fascinating world of cricket, a sport loved around the globe by millions of die-hard fans.

To the casual observer cricket can appear complex and at times, well, just plain bizarre. What other sport is there which involves people dressing all in white and then throwing themselves around a muddy, grassy field? But those in the know treasure the game as simply the supreme test of brains and brawn.

I've written this book so that newcomers to cricket can get to know the game quickly, without feeling overwhelmed or intimidated. I also explain the history of the game and show you how to get out there and play. In double quick time you'll be appreciating fully the great game of cricket, whether as a player or a spectator.

About This Book

Whatever draws you to the sport, *Cricket For Dummies* will have something for you!

This book provides you with everything you need to know about the sport of cricket. All the information you need to get started as a player or become an A1 fan is here between the pages of this book. But the good news is that you don't have to read this book from cover to cover. You can easily just dip into those chapters that catch your interest. Perhaps you'll be watching a game of cricket on television or listening to radio coverage and you'd like to know more about a particular aspect of the game and its history, so just turn to the chapter which does the job.

If you're keen to get playing cricket there is lots in this book for you, with chapters dedicated to developing batting, bowling, and fielding techniques as well as explaining the tactical nuances of cricket captaincy. In addition, there is a chapter on training, which is essential reading for anyone looking to develop their playing technique and all-round physical conditioning.

If playing the game isn't for you, and you'd rather be a fan, this book has an enormous amount to offer. The domestic and international cricket scene is laid out for you, and there I explain how to get to watch big-match cricket.

Don't be restricted by the order in which the contents of this book appear. You may find that in a discussion of a particular aspect of cricket in one chapter, I refer to another aspect of the game. Whenever this happens I tell you which chapter to turn to for more information about that other aspect.

To make things easier for you, this book is divided into four parts. Each part focuses on an important aspect of the game of cricket:

- >> Part 1: Getting Started with Cricket. This part arms you with the basics. The rules are explained, as are the pitch and the roles of individual players. Also I examine the different formats of the game from five-day test matches to quick-fire T20 and 100-ball cricket. I also explain how you can get in on the action and follow the wonderful game of cricket as a spectator or just an armchair fan.
- >> Part 2: Welcome to Planet Cricket. This part tells you about all the competitions and tournaments played around the globe. In particular, what makes test cricket so special, where the best players from around the world square off against each other. Cricket's greatest contest The Ashes is looked at in depth as are some of the past and present heroes of the game. The Indian Premier League, the sport's most lucrative and increasingly high-profile competition, is explained. A light is also shined on other great global rivalries, such as between Pakistan and India. Cricket in the United States, which has a surprisingly long history and an even brighter future thanks to the advent of Major League Cricket, is there to check out. If that wasn't enough, this part also talks about the cricket scene in the U.K., looking at the county champion-ship and one-day competitions.
- >> Part 3: Playing the Game. If you want to take up the game, this part is full of must-know tips and explanations. But even if you just want to appreciate the skills of professional players, then this part is a real eye-opener. It explores batting (from starting out to how to play aggressive and defensive shot), bowling (read this chapter and you could soon become a batter's worst nightmare), and the art of fielding (catching the ball or stopping the batter from scoring runs using athletic stops and accurate throws). Fielding used to be overlooked by many cricketers, even some professionals, but nowadays fielding is seen as a key skill, and in this part there is a whole chapter dedicated to showing you how to be a top-class fielder. Captaining a cricket team and the tactical side of the sport are explored, as is the gear you'll need. This really is a must-read for would-be players and fans alike. This part ends with a chapter on how to train properly for cricket.

>> Part 4: The Part of Tens. The part without which no For Dummies book would be complete! This part is packed full of fascinating bits of information that you can store away and draw on whenever you feel like impressing everyone you know at the cricket club. It contains my unique take on the great cricketers and matches which have illuminated the history of cricket.

Foolish Assumptions

While writing this book, I've made some assumptions about you. First of all, I've assumed you're human. Cricket is played by both men and women, though the men's game grabs the lion's share of the headlines.

Throughout this book, I use gender-neutral terms such as "batter" and "fielder." Very occasionally though, where a gender-neutral term is not in general use in the game of cricket, I present the language as used in the game: For example, "twelfth man" is used in both men's and women's cricket.

Don't feel intimidated if you know nothing about cricket. This book will bring you up to speed, fast. Cricket can be a complex game and even some cricketers have difficulty grasping some aspects. But before long — after reading this book — you're going to be transformed into a cricket expert.

- >> Why are some cricket matches done with in a single day while others last five whole days?
- >> How does spin bowling work?
- >> What does all the jargon mean? What on earth is bowling a maiden over, a new cherry, and a silly mid off?
- >> Why are Australia so good at cricket?

This book answers these questions and many, many more. My assumption is that you know nothing and we take it from there.

Icons Used in This Book

To help your navigation through this book, keep an eye out for the icons, the little pictures that sit in the margin. They guide you to particular types of information. This list tells you what the icons in this book mean:



This icon highlights tips and snippets of advice that can help you, whether you aim to become a better player or a better spectator.

TIP



Paragraphs with this icon attached contain information that is especially useful to remember.



REMEMBER

You won't see this icon very often, but when you do, take heed because it indicates areas which may cause concern.

WARNING



This icon indicates a technical discussion is under way. You can skip this stuff if you want, because it isn't necessary for an understanding of the basics. If you read it, though, your cricket know-how will be boosted.



This icon highlights the laws of the game, the sort of lingo you'll hear other players, umpires and commentators using, and those intricate little facts that all sports fans love to know about their game.

Beyond the Book

In addition to the abundance of information and guidance related to cricket provided in this book, you get access to even more help and information online at <code>Dummies.com</code>. Check out this book's online Cheat Sheet. Just go to <code>www.dummies.com</code> and search for "Cricket For Dummies Cheat Sheet."

Where to Go from Here

What direction you take depends on your needs. Take a look at the table of contents because it's very detailed and gives you an excellent overview of the book and the way in which it's structured.

For the beginner, the best place to start is the beginning! But if you want to familiarize yourself with the basics of the game, go to Part 1. If you want to know more about test cricket or the exciting world of T20 then Part 2 is for you, while if you want to know more about how to play cricket then seek out Part 3.

In short, it's up to you; go enjoy the greatest sport of all!

Getting Started with Cricket

IN THIS PART . . .

Get to know the rules and regulations.

Find your way around the field of play.

Understand the different formats of the game.

Follow the game in the stadium or from your armchair.

- Assessing the gulf between pros and amateurs
- » Looking at the battle between bowler and batter
- » Exploring the strange, strange world of cricket speak
- » Discovering what you need to be a cricket fan
- > Understanding the role of the umpires

Chapter **1**

Taking In the Joy of Cricket

illions of people around the globe follow cricket. For many, cricket is the number one sport, offering a unique blend of physical strength, lightning reflexes, huge skill, and tactics galore. In fact there is a strong case for the game, which first spread through the British Empire in the 18th and 19th centuries, being the world's second most popular sport behind soccer.

When the best cricketers in the world do battle, you won't see anything like it for nail-biting tension and excitement!



So what is cricket, in a nutshell? A cricket match involves two teams of 11 players and two on-pitch umpires, each aiming to score more *runs* (points) than the opposition when batting the ball. The teams take it in turns to bowl and field against the other team batting, and this is known as an *innings*. An innings is completed when ten of a team's batters have been dismissed by the fielding side. Once the batting team's innings is complete, the fielding team takes their turn to

bat. Therefore, the fielding team becomes the batting side and the batting side becomes the fielding team. The umpire's job is to interpret and apply the laws of the game to the match situation. Among other things, this means that the umpires get to decide whether a batter is out and whether a bowler has broken the game's laws. See Chapter 2 for a more detailed explanation of the game.

Understanding Cricket's Global Appeal

Cricket has spread around the globe on the back of the British Empire.

Despite the best efforts of cricket's global administrators — the International Cricket Council (ICC) — cricket is only now, after more than a century, managing to break out of this traditional heartland. Big investment in the U.S. promises much, but major parts of the world such as China and South America still barely register the sport.

But the British Empire — which at its height covered a third of the globe — isn't a bad heartland for a sport. India, Pakistan, Australia, New Zealand, South Africa, West Indies, Zimbabwe, and Bangladesh all play test cricket (the top echelon of the game; see Chapter 3 for more on test cricket).

Doing a quick bit of math, that covers about 1.5 billion people — around a fifth of the world's population. Although not as big as soccer, this coverage dwarfs some other world sports such as rugby, field hockey, and international tiddlywinks! And cricket isn't a minority sport in the countries that play it: far from it.

In India, Pakistan, Sri Lanka, and Bangladesh, cricket is the number one sport; and in Britain, cricket is still one of the major national sports, along with soccer and rugby.

Buoyed by a recent World Cup triumph, cricket is going through a renaissance in England. Unlike premiership soccer, cricket has no seven-figure annual salaries or excessive swearing at the officials. And a good thing too, some would say. Hey, being a cricketer or a cricket fan may even be considered hip!



National teams compete against each other in both test and one-day international matches. Tests involve each side having two innings and can last up to five days. One-day internationals, as the name suggests, are completed in a single day. Each side gets just one innings which is limited to a set number of overs, say 50 of 20. See Chapter 3 for more on the differences between test and one-day international matches.

Gauging the Difference: Amateur and Professional Cricket

Cricket, like most major sports, is divided between the amateur and the professional game. The amateurs play for fun; the professionals play for pay.



The key differences between amateur and professional cricketers fall into four main areas:

- >> Fitness standards: Professional cricketers are fitter than amateurs. They are put on special diets and fitness regimes and have an army of coaches to tell them what to do to get the most from their bodies. Even the most committed amateur is unlikely to be able to approach the sheer athleticism of a professional player.
- >> Skill levels: Professional cricketers are way ahead when it comes to their skill levels. They get to practice most days and dedicate themselves to honing their talents.
- >> Commitment: Amateurs have jobs and can, usually, only play at weekends. They may only get to train once a week during the cricket season, and perhaps not at all in the winter. For professionals, on the other hand, cricket is what they do for a living. They play matches on most days during the summer and may even travel abroad to play during the winter months.
- >> Match length: Because the skill levels of professionals are so high, completing some games of cricket in a day can be difficult. Therefore, longer formats of the game have been devised; some games take up to five days to finish. See Chapter 3 for more on match formats. Amateurs only play one-day games, or very occasionally two-day games across weekends.

An estimated 300–400 professional cricketers earn their livings playing in Britain alone, whereas tens of thousands of amateur players play for fun each weekend during the summer months. In India, the new global powerhouse of cricket, there are hundreds of professionals but hundreds of thousands of amateur players. Even more play the occasional game of cricket — perhaps they have their cricket bat and clothing stuffed under the stairs, getting everything out when asked to take part in a friendly match at work or the local community cricket club.

The cricket season runs from April to September in Britain. But because cricket is a global sport and other parts of the world have their summers at different times of the year, even when no cricket is being played in Britain — because the

weather's cold and wet — cricket is being played somewhere else in the world. For example, in Australia the cricket season runs from late October to March; and in the U.S., it runs from June to October.

Reviewing the great divide: Amateurs and professionals

Over time, the skill and fitness standards of professional cricketers have raced away from those of amateurs.

A long time ago, when test match cricket had just started to be played, many top players were amateurs. Often they were members of the upper classes who didn't have to work and had enough spare time on their hands to play cricket. However, back then a lot of sham amateurism went on with top players claiming to be amateurs but receiving great big "expenses" payments.

Even in the relatively recent past, seeing a few beer bellies among professionals wasn't unusual — going back to the 1980s, former England captains Mike Gatting and Ian Botham both carried a bit of extra padding around their midriffs! Even the Australians had their fair share of rotund cricketers such as Tasmanian David Boon and fast bowler Merv Hughes. Nowadays, though, beer bellies are as rare as hen's teeth among professionals: They are athletes. As a result, performance levels in the professional ranks have raced away even further from amateurs, especially when it comes to fielding. Go to watch any club cricket match and you can bet that before long you'll see a fielder misfield the ball or miss it altogether. Such moments of enjoyable farce are few and far between in the professional ranks.

But not only physical fitness and playing standards mark the growing gulf between professional and amateur. Some of the rules now differ between top-notch-professional and amateur matches.



In part the difference in rules is down to the inevitable march of new technology. In professional cricket matches broadcast on television and online, the umpires can call on the help of video replay technology. They do this by requesting that a third umpire, sitting on the sidelines, review the video evidence in order to give a decision — usually on whether a batter has been caught, run-out, stumped, or dismissed leg before wicket (LBW). See Chapter 2 for more on the third umpire and modes of dismissal. The third umpire then radios a decision back to the two umpires on the pitch and the decision is given. Under the Decision Review System (DRS), a batter who has been dismissed caught or LBW can call for the third umpire to look again at the video footage and ball-tracking technology to check that the on-field umpire's decision was correct. Of course in amateur games — where

rustling up a cricket ball and two sets of stumps can sometimes be hard enough — you won't find video replays or extra umpires.

Some experts suggest that by adopting such new technology the professional game is in danger of pulling away from the roots of the game. Ultimately, some argue, this could undermine the popularity of the professional game because amateur cricketers — who make up a sizeable proportion of fans at matches — may become unable to relate to the game as played by the professionals. In short, alienation could prove a big turn-off. However, with the use of video technology now three decades old, the evidence is that it has enhanced the experience of those watching the game on TV and online. In fact, it's fair to say that technology has had a more beneficial impact in cricket than in other sports, such as soccer where the advent of the video assistant referee has proved cumbersome. Other people see no harm in the introduction of new technology as long as it helps the umpires make the right call.

Getting involved in the amateur game

Cricket can be played anywhere. All you need is a few willing bodies, a bat, a ball, something to act as stumps (an upturned box will do), and a bit of open space, and Bob's your uncle, you're away!

Many people's first encounter with cricket is through an informal game in a garden, a park, or even in the street. This can be tons of fun, but sooner or later, if the cricket bug bites, you'll want to take things a touch more seriously.

This is when cricket clubs come into play!

Joining is easy. Just contact someone who is involved with the club, go along to a practice session or a match, and see if you like what you see. Are they a friendly bunch, and is the standard right for you?

Clubs are mostly for amateurs, but like professional teams, they love to organize themselves into leagues and play in cup competitions. Some competitions in which club sides compete have been going for donkey's years. Local social media groups usually have details of games in an area. Club sides play at weekends and sometimes after work during the week. Depending on how many players a club can rustle up, it may field several different sides catering to a range of player abilities, from the very good player to the pure enthusiast who may not be blessed with oodles of talent.

The best players in the club (or the captain's buddies) play for the first eleven. The next group play in the second eleven and so on downwards. One club I was a

member of boasted seven teams of eleven playing in different competitions, with men's and women's sections. Leagues tend to be organized so that players of similar abilities square off against each other, so the second eleven at one club play other second eleven teams from the local area.

In short, club cricket is amateur and supposed to be fun, but at the same time a competitive streak runs through its heart. Trophies are at stake!

Many clubs run men's and women's sections. This reflects the growing participation of women as players and spectators of cricket. Junior sides may often be mixed — girls play alongside boys — but as they get older it tends to be the case that teams become single gender. This is nothing to do with any difference in ability but to do with something as mundane as dressing room facilities, and to a degree, the culture of the country.

Club cricket can be a breeding ground for the professional game. County sides scout club teams to check out any promising youngsters making their way in the game. If they like what they see, they may invite the youngster to join them for practice or even offer them a contract to turn professional.

Joining a club isn't that expensive. You'll need to pay an annual subscription fee as well as a small fee for each match played. The fees are charged so that the club can hire pitches, when needed, and arrange for rather delicious cricket teas to be laid on for the players. Yum!

Exploring the Strange World of Cricket Speak

Eavesdropping on a couple of cricketers or cricket fans having a natter can be a surreal experience. They can seem to use their very own unique language more akin to Esperanto than English.



Some of the characteristics of cricket speak are

- **>> Arcane words:** Cricket has been around for centuries and words that have fallen out of everyday usage long ago still have a foothold in cricket speak. For example, sometimes you hear the phrase *bowling a maiden over*; this may sound like something from a romantic novel but in fact refers to the bowler delivering an over without the batter scoring a run.
- Slang: Perhaps no other sport is as wedded to the use of slang as cricket. Over time cricketers have developed their own words to describe on field

actions and phenomena. Some of this slang has been adopted around the globe, and some is so bizarre that it stays put in its own country of origin. Most of the slang is fairly logical when you think of it. For example, a brand new cricket ball is referred to as a *cherry* because the ball is at its most red in color when new and before the covering lacquer has worn away.

>> Multiple usages: Nothing confuses non-cricket followers more than the habit among players and fans of using the same word to describe very different things. For example, the word *wicket* is often used to describe the following: the strip of turf between the two sets of stumps, the stumps themselves, and the act of dismissing the batter. Have a look at this passage:

The bowler delivered the ball which bounced off the wicket. The batter missed the ball which struck the wicket. The batter had lost his wicket.

The good news is that in this book I avoid multiple usages of words like the plague!

Pitching Batter Against Bowler

Watch a cricket match for any length of time and you soon understand that the main on-field contest is between the batter and the bowler. This is because

- >> The bowler's job is to get the batter out or *dismiss* them. The bowler can do this in a number of ways, for example by bowling balls that hit the stumps or by tempting the batter into hitting the ball into the air to a fielder who then takes a catch.
- >> The batter's job is to prevent the bowler from dismissing them and to score runs off the bowler's deliveries to add to the team's total.

The eyes of everyone — the batters, bowler, fielders, umpires, and spectators — are glued on the small cricket ball as it travels towards the batter.

Understanding That Cricket is a Dangerous Game



Cricket can be dangerous. A cricket ball is 5 ½ ounces of cork wrapped in leather, and believe me, if you get hit by one you certainly know about it. In fact, each year lots of people around the globe are seriously injured, or in some rare cases killed, by cricket balls.

A player is most at risk of being hit when batting or fielding close to where the batter plays their shots. Why batters are at risk is fairly obvious. The bowler is trying to hit the stumps and the batter stands in the way trying to hit the ball to stop that from happening. Sometimes, though, the batter's torso, head, hands, or legs are inevitably struck by the ball.

Close fielders — including the wicket-keeper — are at risk of injury because they don't have long to react to the ball if the batter hits it towards them. If the batter hits the ball hard, it can travel at great speed and cause nasty injury to hands, body and even — gulp! — the face.

However, don't get the impression that cricket is like a heavyweight boxing bout with the players finishing the match all bloodied and bruised. Injuries, fortunately, are relatively rare. This is thanks, in no small part, to the amount of padding worn by batters (in particular) and close fielders. The ins and outs of cricket equipment, what you need, how much it costs, and where to find it, are covered extensively in Chapter 9.

Taking in the Dark Side: Cricket Frustrations

Even the most ardent of fans accept that cricket is a sport not suited to everyone. Some people just can't get their heads around the game.

The people who aren't fans think that the idea of fully grown adults putting on white clothing, hitting a ball around the place, chasing it for up to five days, and at the end of it all maybe still settling for a draw is, put simply, a bit mad.

Here are some things that drive cricket's detractors up the wall:

- >> Players leave the field if it starts to rain and even if the light is bad.
- Matches can last for days and still end in a draw.
- >> Cricket matches can be slow affairs, a sudden flurry of activity when the bowler delivers the ball to the batter followed by a minute or so of inaction as the bowler prepares to bowl the next delivery.
- >> Much of the language used in cricket is arcane or just plain bizarre (see "Exploring the Strange World of Cricket Speak" earlier in this chapter for more on this).