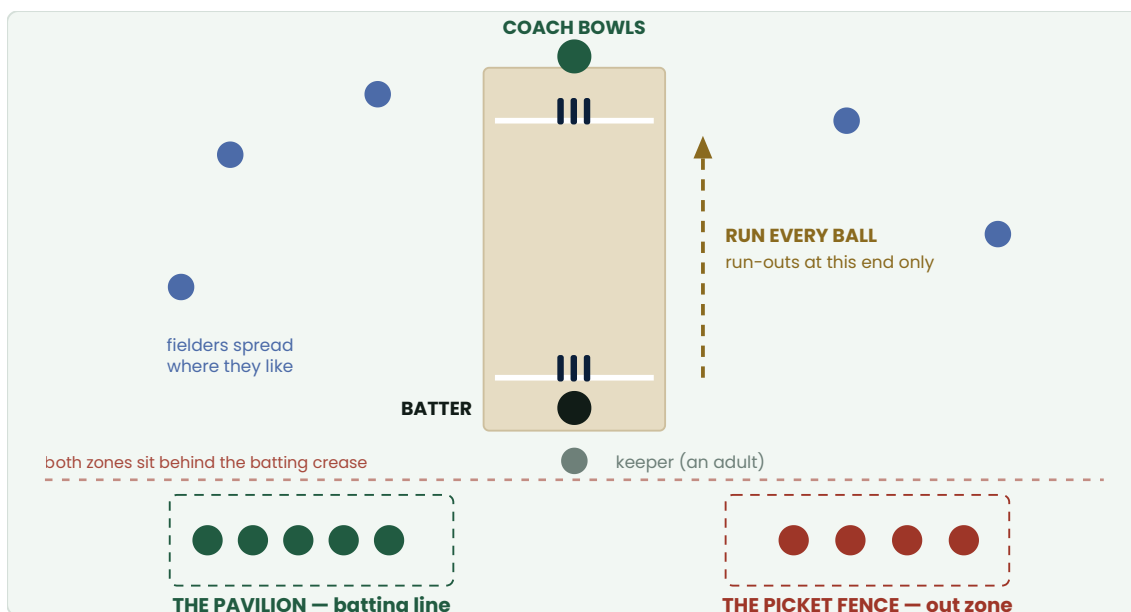


How to play Pavilion

Two sides. You run every ball. Ones, fours and sixes only — and **a six brings your whole team back in**. Ten minutes to explain, and children do not want to stop.



Mark both zones with cones. **Keep the batting line and the out zone behind the batting crease**, level with the edge of the pitch or wider — clear of the swing, the ball and the running. Pitch length to suit the age: they run every ball, so shorten it if they cannot make the other end.

TEAMS	Two sides, four or five each . You need enough fielders to cut off boundaries. Twelve players splits neatly into six a side.
THE TOSS	A bat flip — valleys or mountains . One captain flips, the other calls. The coach oversees it. Winner chooses to bat or field.
BOWLING	The coach or umpire bowls , so every child gets something hittable. Ramp it up as they improve.
KEEPING	An adult keeps wicket, especially with young groups. Fast returns keep run-outs live and the game moving.
SCORING	Only 1, 4 and 6 . You run every single ball — that is the one. Boundaries score four or six.



Getting out, and getting back in

How you go out

Run out, caught, bowled, caught behind.

Add LBW and stumpings if you want it competitive.

A batter can only be **run out at the bowler's end** — that is the end they are running towards, and only one batter is in at a time.

Complete a run safely and you go to the **back of the batting line** to wait your next turn.

Banned to the picket fence

Out, and you retire to the out zone — a cone square at backwards point, out of the way of play.

You wait there to be **brought back in by a reload**, or for your side to be all out, at which point the teams swap.

Children stand there cheering their teammates on for a maximum reload. It is half the fun.

The reload

A six brings the whole team back in.

Maximum reload. Everyone waiting rejoins the back of the batting line.

Depending on ability, **a four brings one player back.**

This is the heart of the game. Children feel enormously rewarded bringing their own side back in.

Ending the innings

The innings runs until the batting side is **all out**, or the **time slot ends**.

A timed innings is best for juniors — maximum chances to bat, and a fair turn each.

Chasing side needs **one more than the first side scored**. Make it close and tight; counting freely rather than perfectly adds to the fun.

Going further

Add bowlers

For older groups, **each player bowls an over** as you see fit, and the game continues that way until the innings is complete.

Run a league

Set up a league and play it as a regular format in its own right. Children form a real attachment to it.

On hard balls. Unless it is being played on a proper cricket pitch, do not use one. It can be unsafe at the pace this game is played, with batters continually changing and running between the wickets.

There is something about a reload that makes it fun and exciting. Give it a go at the end of a session and see how they like it.



There is a video game version too — same game, same reload, free on Roblox, for the other six days of the week.

Full rules, the story, and the game: pavilioncc.com · hello@pavilioncc.com

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