BASIC FIELDING POSITIONS BY NAME

Shaded Area = Safety Exclusion Zone - fielders not allowed within 10m of the bat.

Standard Field - Right-Hand Batsman

K. Keeper
B. Bowler
U. Umpires
1. Fine Leg
2. Deep Backward Square
3. Square-Leg*
4. Mid-Wicket
5. Mid-On
6. Mid-Off
7. Cover Point
8. Point or Gully
9. Slip

* Square-leg must be on the bowler's side of the Umpire as only two fielders can be behind square-leg when the ball is delivered or it is a "no-ball".

The arrows show the typical adjustment for an aggressive batter.

Typical Reset For Left-Hand Batsman

1. Fine Leg changes sides
2. Deep Backward Square comes in to Point
3. Square Leg moves in to Cover Point
4. Cover Point crosses pitch to Mid-Wicket
5. & 6. Mid-On & Mid-Off no change
6. Cover Point moves back to Square Leg
7. Point moves back to Deep Backward Square
8. Slip changes sides
B. Bowler changes to "around" the wicket
GENERAL FIELDING TIPS

1. When the bowler starts their run-up you must concentrate. If you are the slip then you are getting into a catching stance. Everyone else is walking in with the bowler.

2. If you are not chasing the ball or backing up a throw to the stumps get out of the way! Never get between a fielder with the ball and the stumps.

3. When the ball is hit by the batsman the bowler must get back to the stumps at the non-striker's end and the keeper up to the stumps at the striker's end.

4. If you are not chasing the ball then you are backing up the bowler/keeper at the stumps or getting out of the way.

5. “Fine Leg” is just that and not a ‘back stop’ for the Keeper. You can't see anything if you stand behind the Keeper anyway.

6. Slip stands wide of the keeper (at least two arm lengths).

7. The bowler and keeper should never have to chase a ball running along the ground.

KEEPING TIPS

1. Don’t stand behind the batsmen. You won’t be able to see the ball in time to react. Stand outside or behind the batsman’s off stump.

2. Move with the ball if it swings across the pitch.

3. Don’t stand too far back. A ball that bounces in front of you is far more dangerous than one that you take on the full (regardless of how fast the bowler is).

4. Talk to your team mates and make sure that they are concentrating. The keeper sets the fielding standard for the whole team.

5. Don’t chase balls that go past you on the ground. That’s a job for fine leg and slip (they won’t be wearing pads). Your job is to get up to the stumps for the throw.

6. If the batsman hits the ball, get up to stumps as quickly as you can so that you are ready for the return throw.

7. You have the gloves and the pads on - so stop the ball!