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Introduction

Hello and welcome to yet another module on physical education and today we are talking about Test cricket. Now before we start a small information.

Influence of weather

Cricket is a sport played predominantly in the drier periods of the year. But, even so, the weather is a key factor in many cricket matches. Cricket cannot be played in wet weather. Dampness affects the bounce of the ball on the wicket and is a risk to all players involved in the game. Many grounds have facilities to cover the cricket pitch (or the wicket). The covers can be in the form of tarpaulins laid over the wicket, elevated covers on wheels (acting like umbrella) or even hover covers which form an airtight seal around the wicket. However, most grounds do not have the facilities to cover the outfield. This means that in the event of heavy rain, a match may be cancelled, abandoned or suspended due to an unsafe outfield.

Another factor in cricket is the amount of light available. At grounds without floodlights (or in game formats which disallow the use of floodlights), umpires can stop play in the event of bad light as it becomes too difficult for the batsmen (and in extreme cases, fielders) to see the ball coming at them. The sight-screens give a white background which help batsmen pick out the red ball (or a black background for a white ball). The umpires always have the final decision on weather-related issues.

Uniqueness of each field

Unlike those of most sports, cricket playing fields can vary significantly in size and shape. While the dimensions of the pitch and infield are specifically regulated, the Laws of Cricket do not specify the size or shape of the field. The field boundaries are sometimes painted and sometimes marked by a rope. Pitch and outfield variations can have a significant effect on how balls behave and are fielded as well as on batting. 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 to the pitch, spinners can play a key role. Damp pitches, or pitches covered in grass (termed "green" pitches), 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. While players of other outdoor sports deal with similar variations of field surface and stadium covering, the size and shape of their fields are much more standardised. Other local factors, such as altitude and climate, can also significantly affect play. These physical variations create a distinctive set of playing conditions at each ground. A given ground may acquire a reputation as batsman friendly or bowler friendly if one or the other discipline notably benefits from its unique mix of elements. The absence of a standardised field affects not only how particular games play out, but the nature of team makeup and players' statistical records.

Types of Matches

Cricket is a multi-faceted sport with multiple formats, varying playing standard and level of formality and the desired time that the match should last. A pertinent division in terms of professional cricket is between matches limited by time in which the teams have two innings apiece, and those limited by number of overs, in which they have a single innings each. The former, known as first-class cricket, has a duration of three to five days (there have been examples of "timeless" matches too); the latter, known as limited overs cricket because each team bowls a limit of typically 50 to 20 overs, has a planned duration of one day only (a match can be extended if necessary due to bad weather, etc.).

Typically, two-innings matches have at least six hours of playing time each day. Limited overs matches often last six hours or more. There are usually formal intervals on each day for lunch and tea with brief informal breaks for drinks. There is also a short interval between innings.

Amateur cricketers rarely play matches that last longer than a single day; these may loosely be divided into declaration matches, in which a specified maximum time or number of overs is assigned to the game in total and the teams swap roles only when the batting team is either completely dismissed or declares; and limited overs matches, in which a specified maximum number of overs is assigned for each team's innings individually. These will vary in length between 30 and 60 overs per side at the weekend and the ever popular 20 over format during the evenings. Other forms of cricket, such as indoor cricket and garden cricket remain popular.

Historically, a form of cricket known as single wicket had been extremely successful and many of these contests in the 18th and 19th centuries qualify as important matches. In this form, although each team may have from one to six players, there is only one batsman at a time and he must face every delivery bowled while his innings lasts. Single wicket has rarely been played once limited overs cricket began.

Test cricket is the longest form of the sport of cricket and is considered its highest standard. Test matches are played between national representative teams with "Test status", as determined by the International Cricket Council (ICC). The two teams of 11 players play a four-innings match, which may last up to five days (or longer in some historical cases). It is generally considered the most complete examination of teams' playing ability and endurance. The name Test stems from the long, gruelling match being a "test" of the relative strengths of the two sides.

The first officially recognised Test match began on 15 March 1877 and ended on 19 March 1877 and was played between England and Australia at the Melbourne Cricket Ground (MCG), where Australia won by 45 runs. A Test match to celebrate 100 years of Test cricket was held in Melbourne from 12 to 17 March 1977, in which Australia beat England by 45 runs—the same margin as that first Test.

In October 2012, the International Cricket Council recast the playing conditions for Test matches, permitting day/night Test matches. The first day/night game took place between Australia and New Zealand at the Adelaide Oval, on 27 November 2015.

Test Status

Test matches are the highest level of cricket although, statistically, their data forms part of first-class cricket. Matches are played between national representative teams with "Test status", as determined by the International Cricket Council. As of December 2014, ten national teams have Test status, the most recent promoted being Bangladesh in 2000. Zimbabwe's Test status was voluntarily suspended, because of poor performances between 2006 and 2011; it returned to competition in August 2011.

In January 2014, during the historic ICC meeting in Dubai, the pathway for new potential test nations was laid out with the winners of the next round of the ICC Intercontinental Cup playing a 5-day match against the bottom rank test nation. If the Associate team defeats the test nation, then they could be added as the new test country and be given full membership.

A list of matches, defined as "Tests", was first drawn up by Australian Clarence Moody in the mid-1890s. Representative matches played by simultaneous England touring sides of 1891–92 (in Australia and South Africa) and 1929–30 (in the West Indies and New Zealand) are deemed to have "Test status".

In 1970, a series of five "Test matches" was played in England between England and a Rest of the World XI. These matches, originally scheduled between England and South Africa, were amended after South Africa was suspended from international cricket because of their government's policy of apartheid. Although initially given Test status (and included as Test matches in some record books, including Wisden Cricketers' Almanack), this was later withdrawn and a principle was established that official Test matches can only be between nations (although the geographically and demographically small countries of the West Indies have since 1928 been permitted to field a coalition side). Despite this, in 2005, the ICC

ruled that the six-day Super Series match that took place in October 2005, between Australia and a World XI, was an official Test match. Some cricket writers and statisticians, including Bill Frindall, ignored the ICC's ruling and excluded the 2005 match from their records. The series of "Test matches" played in Australia between Australia and a World XI in 1971/72 do not have Test status. The commercial "Supertests" organised by Kerry Packer as part of his World Series Cricket enterprise and played between "WSC Australia", "WSC World XI" and "WSC West Indies" from 1977 to 1979 have never been regarded as official Test matches.

Play: Rules and Game - Play

A standard day of test cricket consists of 3 sessions of 2 hours each, the breaks between sessions being 40 minutes for lunch, and 20 minutes for tea. However the times of sessions and intervals may be altered in certain circumstances: if bad weather or a change of innings occurs close to a scheduled break, the break may be taken immediately; if there has been a loss of playing time, for example because of bad weather, the session times may be adjusted to make up the lost time; if the batting side is nine wickets down at the scheduled tea break, then the interval may be delayed until either 30 minutes has elapsed or the team is all out; the final session may be extended by up to 30 minutes if 90 or more overs have not been bowled in that day's play (subject to any reduction for adverse weather); the final session may be extended by 30 minutes (except on the 5th day) if the umpires believe the result can be decided within that time.

In the early days of Test cricket, matches were played for four days. Until the 1980s, it was usual to include a 'rest day,' often a Sunday. There have also been 'Timeless Tests', which did not end after a predetermined maximum time. In 2005, Australia played a six-day match against a World XI, which the ICC sanctioned as an official Test match even though the match reached a conclusion on the fourth day.

There have been attempts by the ICC, the sport's governing body, to introduce day-night Test matches. In 2012, The International Cricket Council passed playing conditions that allowed for the staging of day-night Test matches. The first day-

night Test took place during New Zealand's tour to Australia in November 2015.

Test cricket is played in innings (the word denotes both the singular and the plural). In each innings, one team bats and the other bowls (or fields). Ordinarily four innings are played in a Test match, and each team bats twice and bowls twice. Before the start of play on the first day, the two team captains and the match referee toss a coin; the captain who wins the toss decides whether his team will bat or bowl first.

In the following scenarios, the team that bats first is referred to as Team A and their opponents as Team B.

Usually the teams will alternate at the completion of each innings. Thus, Team A will bat (and Team B will bowl) until its innings ends, and then Team B will bat and Team A will bowl. When Team B's innings ends, Team A begin their second innings, and this is followed by Team B's second innings. The winning team is the one that scores more runs in their two innings.

A team's innings ends in one of the following ways:

The team is "all out". This typically occurs when a team has lost ten wickets (ten of the eleven batsmen having been dismissed) and are "bowled out". It may be occasionally occur with the loss of fewer wickets if one or more batsmen are unavailable to bat (through injury, for example).

The team's captain declares the innings closed, usually because they believe they have enough runs. A declaration before the innings starts is called an innings forfeiture. The team batting fourth score the required number of runs to win. The prescribed time for the match expires.

If, at the completion of its first innings, Team B's first innings total is 200 or more fewer than Team A's, the captain of Team A may (but is not required to) order Team B to have their second innings next. This is called enforcing the follow on. In this case, the usual order of the third and fourth innings is reversed: Team A will bat in the fourth innings. It is rare for a team forced to follow on to win the match. In Test cricket it has only happened three times, although over 285 follow-ons

have been enforced: Australia was the losing team on each occasion, twice to England, in 1894 and in 1981, and once to India in 2001.

If the whole of the first day's play of a test match has been lost because of bad weather or other reasons like bad light, then Team A may enforce the follow on if Team B's first innings total is 150 or more fewer than Team A's. During the 2nd test between England and New Zealand at Headingley, Leeds, 24–28 May 2013, England batted first after the first day was lost because of rain. New Zealand, batting second, scored 180 runs fewer than England, meaning England could have enforced the follow on, though chose not to. This is similar to four-day first class cricket, where the follow on can be enforced if the difference is 150 runs or fewer. If the Test is 2 days or fewer then the "follow-on" value is 100 runs.

After 80 overs, the captain of the bowling side may take a new ball, although this is not required. The captain will usually take the new ball: being harder and smoother than an old ball, a new ball generally favours faster bowlers who can make it bounce more variably. The roughened, softer surface of an old ball can be more conducive to spin bowlers, or those using reverse swing. The captain may delay the decision to take the new ball if he wishes to continue with his spinners (because the pitch favours spin). After a new ball has been taken, should an innings last a further 80 overs, then the captain will have the option to take another new ball.

Test Match ending types & Conclusion

All four innings are complete. The team batting fourth are all out before overtaking the other team, usually before matching the other team's score. The team that batted third are the winners by a margin equal to the difference in the aggregate runs scored by the two teams (for example, "Team A won by 95 runs"). Very rarely (in over 2,000 Test matches played, it has only happened twice) the scores can end level, resulting in a tie.

The team batting in the fourth innings overtakes the opposing team's run total. The match ends, and the team batting fourth is the winner by a margin equal to the number of wickets still to fall in the innings (for example, "Team B won by five

wickets").

The third innings concludes with the team that batted twice still trailing the team that batted once. The match ends without playing a fourth innings. The team that batted only once is the winner by a margin equal to "an innings" plus the difference in aggregate run totals of the teams (for example, "Team B won by an innings and 26 runs").

Time for the match expires without a result being reached. This usually occurs at the end of the last day of the match. The result is a draw: there is no winner, no matter how superior the position of one of the sides. Rain causing a loss of playing time is a common factor in drawn matches, although matches may be drawn even without interference from the weather: usually as a result of poor time management or an intentional effort on the part of one team to avoid losing.

The match is abandoned because the ground is declared unfit for play. This has occurred three times, resulting each time in a draw being declared: England v Australia at Headingley, Leeds, 1975 (vandalism); West Indies v England at Sabina Park, Kingston, Jamaica, 1998 (dangerous ground); West Indies v England at Sir Vivian Richards Stadium, Antigua, 2009 (dangerous ground).

The match is awarded through a forfeiture. If a team refuses to take the field of play, the umpires may award the match to the opposing team. This has only happened once in Test cricket, in the 2006 Fourth Test between England and Pakistan.

Conclusion

So now we come to the conclusion of this episode. Now in this episode we have learnt a lot about various nuances about various forms of cricket and especially we have done a detailed analysis of Test cricket. I hope that this information was of some use to all of you. Thank you so much for watching.