

## Fielding races 3

**Race 3** – finally, the batting team have to try to run a three (starting at the yellow marker), before their opposite number has sprinted out to the far WHITE cone, picked a ball up from on top of the cone and thrown it back to the coach.

**Variation** – the coach can roll out a ball for the retrieval game, but it is best to have a target distance in mind in order to keep the race a fair one!

### COACHING TIP

You might have to adjust the distance that the white cone is away from the coach, so that it is a good race between the fielding team and the batting team!

