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Slowest bowling speed in cricket

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This article needs additional quotes for verification. Please help improve this article by adding quotes to trusted sources. Non-exturse materials may be challenged and disposed of. Find sources: Pace bowling – news · newspapers · books · scholar · JSTOR (May 2007) (Learn and when to remove this template message) Part of a series of techniques onBowling Rapid bowling Seam Swing Spin bowling Finger off spin left-arm orthodox wrist left-arm left arm arm Cutter Out Storier Reverse swing Slower Yorker Spin bowler supplies Arm ball Carrom Doosra Flipper Googly Leg break Off break Slider Teesra Topspinner vte Pace bowling (also referred to as fast bowling) is one of two main approaches to bowling in the sport of cricket, other being spin bowling. Rhythm bowling practitioners are usually known as fast bowlers, quicks, or pacemen. They can also be referred to as a seam bowler, a swing bowler or a fast bowler who can swing it to reflect the predominant feature of their supplies. Strictly speaking, a pure swing bowler doesn't need to have a high degree of pace, although dedicated to medium-rhythm swing bowlers are rarely seen at test level these days. The goal of rhythm bowling is to deliver the ball in such a way as to cause Batman to make a mistake. The bowler achieves this by making the hard-cricket ball deviate from a predictable, linear trajectory at a speed that limits the time the batsman has to compensate. For the deviation caused by the seam of the ball (seam), the ball bounces off the field and deviates either away from the batsman's body or inwards towards them. Swing bowlers on the other hand also use the seam, but in a different way. To bowl the swing is to induce a curved trajectory of the cricket ball through the air. Swing bowlers use a combination of seam orientation, body position at the point of release, asymmetric ball polishing, and variations in delivery speed to perform an aerodynamic influence on the ball. The ability of a bowler to reduce lateral deviation or lateral movement can make it difficult for the batsman to accurately approach the flight of the ball. Beyond this ability to create an unpredictable path of trajectory, the fastest bowlers can be just as powerful by simply delivering one at such a rate that a batsman simply fails to react either correctly, or at all. A typical fast delivery by a professional has a speed of between 137 and 153 km/h (85–95 mph). Play media Fast bowler Graham Onion bowling for Durham against Lancashire in 2012 Friends Life t20 Scotland fast bowler John Blain hits wicket of India Yuvraj Singh, 2007 Categorization It's possible for a to focus exclusively on speed, especially when young, but as fast mature bowlers they can develop bowling swing skills or seam bowling techniques, both aimed at moving the ball Many fast bowlers specialize in one of these two fields and are sometimes classified as a swing or bowler seam. However, this classification is not satisfactory because the categories are not mutually exclusive [required citation] and a qualified bowler usually bowls a mixture of fast, swinging, seam, and also cutting balls, even if they prefer one style to the other. [citation required] For simplicity, it is common to subdivide bowlers quickly according to the average speed of their deliveries, with an example from the cricvision blog, following:[required citation] Classification of fast bowlers [1] Type Men Women km / h mph km / h mph Express >145 >90 >120 >75 Fast ≥140 ≥87 ≥113 ≥70 Fast-Medium 130-140 8 1–88 105–113 65–70 Medium-Rapid 120–129 75–80 97–105 60–65 Medium 100–119 62–74 80–97 50–60 There is a degree of subjectivity in the use of these terms; for example, Cricinfo uses fast-medium and medium-fast interchangeable terms.[2] and sometimes replacing medium-fast on medium. For comparison, most bowlers spin into professional cricket bowl at average speeds of 70 to 90 km/h (45 to 55 mph). Shoaib Akhtar, Brett Lee, Shaun Tait, Jeff Thomson (in an exhibition match) and Mitchell Starc have clocked over 160 km/h and are classified as Ultra Fast bowlers, though often bowling at significantly lower speeds than this mark. Also, while Steven Finn is ranked as a fast-medium bowler of Cricinfo, he can bowl consistently at about 145 km/h, with the fastest clocked at 151.9 km/h, making him the fastest 10 among active bowlers as of January 3, 2015. [3] Technical This section does not cite any sources. Help improve this section by adding quotes to reliable sources. Non-exturse materials may be challenged and disposed of. (August 2013) (Learn and when to remove this template message) Fast-bowling Grip The first thing a fast bowler has to do is to bounce the ball correctly. The basic adhesion of fast bowling to reach the maximum speed is to hold the ball with the seam upright and to place the index finger and middle fingers almost together at the top of the seam with the thumb of the ball grip at the bottom of the seam. The image at the top shows the correct grip. The first two fingers and thumb should hold the ball before the rest of the hand, and the other two fingers should be hidden in the palm. The ball is held enough, so that you leave your hand easily. Other handles are possible, and lead to different balls - see swing and seam bowling below. The bowler usually holds the other hand over the hand that catches the ball until the last possible moment, so the batsman cannot see what type of throw. A fast bowler must take a run-up more towards the wicket than a spinner, due to the need to generate momentum and necessary to bowl a quick delivery. Bowlers quickly measure their favorite run in steps, and mark the distance from the wicket. It is important that the bowler knows exactly how long it is must end up behind the popping cut. A bowler who steps beyond this has bowled a no-ball, which gives the batsman immunity from dismissal, adds a run to the batting team score, and the bowler forces to bowl another in over. Action This section does not cite any sources. Help improve this section by adding quotes to reliable sources. Non-exturse materials may be challenged and disposed of. (August 2013) (Learn and when to remove this template message) At the end of the bowler run-up brings his lead leg down on the field with his knee as straight as possible. This helps to generate speed, but can be dangerous because of the pressure it puts on the joint. Knee injuries are not uncommon among fast bowlers: for example, English pace bowler David Lawrence has been sidelined for several months after splitting his kneecap in two. The pressure on the driving foot is such that some bowlers quickly cut the front off their shoes to stop their feet from being hurt as they are repeatedly pressed against the inside of the shoe. Bowler then brings the bowling arm above their head and releases the ball to the appropriate height if they want the ball to pitch. Again, the arm must be straight, although this is a stipulation of the laws of cricket, rather than an aid to accelerate. Bending the elbow and chucking the ball would make it too easy for the bowler to aim accurately at the batsman wicket and get them out. Mitchell Johnson bowling. Note the sling shot of the action. Bowlers quickly tend to have an action that leaves them either sideways-on or chest-on at the end run up. A chest-on bowler has chest and hips lined up towards the batsman at the time of rear leg contact, while a side-on bowler has chest and hips lined up at 90 degrees to the batsman at the time of rear leg contact. West India's bowler, Malcolm Marshall, was a classic example of a bowler in his chest, while Australian bowler Dennis Lillee used a secondary technique to have a great effect. While the action of a bowler does not affect their bowling speed, it can limit the style of balls that they can bowl. Although this is not a hard and fast rule, part-on bowlers generally bowl starswingers, and chest-on bowlers, generally bowling inswingers. A quick bowler action variant is the slingshot (sometimes referred to as a slingshot or spear), where the bowler begins delivering it with his arm fully extended to the back. The slinging action generates extra speed, but sacrifices control. The most famous exponent of slinging action was Jeff Thomson, who bowled at an extraordinary pace from a short-term up. Other international examples include Fidel Edwards, Shaun Tait, Lasith Malinga, Mitchell Johnson and Shoaib Akhtar. Follow by Matthew Hoggard begins his pursuit in training. After the ball has Released, the bowler follows at the end of his action. This involves turning to one side so as not to tread on the ground and get a few steps to slow down. Sbdage on the protected area of the field at the end of a delivery can damage the surface, making rough patches that spin bowlers can exploit to get extra turn on the ball; this is illegal under the laws of the game. Bowlers running persistently on the court can be warned, with three warnings disqualifying a bowler from bowling again during innings. Line and length This section does not cite sources. Help improve this section by adding quotes to reliable sources. Non-exturse materials may be challenged and disposed of. (August 2013) (Learn and when to remove this template message) An efficient fast bowler must be able to hold a consistent line and length, or in common terms, to be accurate. In this context, the line refers to the path towards the batsman, in the horizontal size running from off to the side of the foot, while the length describes the distance the ball moving towards the batsman before vigorously. Variations in length is generally seen as the most important of the two for a fast bowler. The faster the bowler, the harder it is to achieve consistent line and length, but high speed can make up for the deficit. Quick bowlers who also manage to be accurate can be devastatingly effective, for example, like Australian rhythm bowler Glenn McGrath and South African rhythm bowler Shaun Pollock. Line In modern cricket, the two lines usually intended for fast bowlers is the so-called corridor of uncertainty, the area just outside the batsman's stump, or actually on the stumps. It is difficult for the batsman to say whether or not such is likely to strike their wicket, and thus know whether to attack, defend or leave the ball. This technique has historically been known as the theory off (foot contrast theory), but it is now so routine that it is rarely given a name at all, or forgotten about completely. Of course, the variation of the line is also important, and deliveries aimed at the stump of the foot can also serve a purpose. Precise line mastering is best used when a batsman is known to have a weakness hitting a particular kick because a bowler with an effective line can place the ball in the weak point time after time. Failing to overcome a persistent inability to hit balls on a certain line was enough to end the career of countless batsmen once they were found by the line bowlers qualified. Length This section does not cite any sources. Help improve this section by adding quotes to reliable sources. Non-exturse materials may be challenged and disposed of. (August 2013) (Learn and when to remove this template message) Lengths of balls showing name & height bounce (arriving at the batsman). The angles are exaggerated. A good length is one Make the batsman unsure if he should play forward or back on delivery. There is no fixed distance at a good length, or really any other length in cricket, because the required distance varies with the ball ball the condition of the field, and the ups of the bowler and batsman. Note that bowling a good length in this respect is not always appropriate- in some situations, on some courts and against some batsmen other lengths are more effective. The chart on the right explains the different lengths. One that bounces a little before the good length and rises to the batsman's abdomen is said to be short pitched or described as a long hop and it is easier for a batsman to hit as he had more time to see if the height or line has deviated after vigorously. [dubious - discuss] A short is also at a height more suitable for the batsman to play a shot shot attack. One that bounces significantly before the good length and reaches the shoulder or head height is a bouncer and can be an effective delivery. Anything short enough to jump over the batsman's head is usually called wide by the umpire. Bowling short slanted or wide balls is a bad idea because they are relatively easy for the batsman to defend or attack. At the other end of the scale, balls that jump slightly closer to the batsman than the good length are said to be completely tilted or overwritten or described as half a vole. They are often easier for the batsman to play than good length because they do not have time to move much after vigorously on the seam and, reaching the batsmen low to the ground, are ideal for unit strokes. However, under favorable conditions to swing bowling full pitched bowling gives the ball more time to go through the air challenging batsman weigh up the risk of being able to play drives against uncertainty about the swing. Closer to the batsman's feet is the yorker. The length of an effective yorker is difficult to choose early, forcing the batsman back into the. In addition, because it jumps at the batsmen's feet, a well-bowled Yorker cannot be played by a conventional cricket kick. If the ball fails to jump at all before reaching the batsman is tagged a full throw. It is easier for a batsman to play such a delivery because it has not deviated from the vigorous on the field. Because the three effective lengths (good length, bouncer and yorker) are all interspersed by lengths that are easier for the batsman to hit, length control is an important discipline for a fast bowler. In addition to all the above variables, batsmen control how far from the bouts they face, further complicating the bowler's task of correctly estimating the length. Spin bowlers on the other hand are almost always aiming for good length, but they need much finer flight and line control to be effective. A quick bowler tries to be physically fit throughout his cricket career, which can span more than a decade. Strike Bowling This does not cite any source. Help improve this section by adding quotes to reliable sources. Non-exturse materials may be challenged and disposed of. (August 2013) (Learn and when to remove this template message) Strike strike is the term usually applied to bowlers who are mainly used to get a batsman out at the possible expense of runs where wicket-get fails. For fast bowlers, this can be achieved through sheer speed and aggression, rather than trying to make the ball move through the air or off the field. More commonly however, aggressive bowling techniques can be combined with swing bowling and seam bowling techniques to create almost-on unplayable balls in the hands of a bowler of any speed. The inswinging Yorker is seen as particularly deadly. Bouncer Bouncer (cricket) A bouncer (or bumper) is a aim to pitch in the first half of the field, which means he had time to suddenly grow to the chest or head height by the time he reaches the batsman. This causes two problems for the batsman who receives the ball. If they try to play it, their bat is at eye level making it difficult to visually track the ball at the bat and time shot correctly. If they leave or miss, it can hit them painfully on the head or chest and occasionally lead to injuries. For this reason, bowling spells containing many bouncers are said to be intimidatory bowling. The usual response to a bouncer is for the bats

shot so early as to play completely over, and be clean-bowled. One of several different handles is illustrated to the right. Essentially, the only difference is that the middle and index fingers are divided and come down on either side of the seam. This causes more drag on because it leaves your hand, slowing down delivery. Slower balls are also bowled by using the break grip off and finger action used by spinners off. A slower delivery can also be achieved - less frequently - by using a foot spin grip and wrist action or by supporting the upper appearance of the ball with one finger or with your fingers. The slower ball is particularly effective against a batsman looking to score quickly. As a result, its prominence has increased with the development of day-long cricket and Twenty20 cricket, and especially when bowling at death (at the end of an innings) where the batsman attacks with abandonment. A more experienced batsman can adjust a shot in the middle of time in the pause momentary so as to middle the ball when hit. In another version of the slower ball, also known as sLOB, the bowler releases the ball with his upper fingers only. Oriented like a beamer, the delivery method makes the ball drop dramatically in flight and reaches a yorker length. This was the most famous used by Chris Cairns at Chris Read, making him shy away in a full length that went on to the stumps. Yorker Main Article: Yorker This section does not cite any source. Help improve this section by adding quotes to reliable sources. Non-exturse materials may be challenged and disposed of. (August 2013) (Learn and when to remove this template message) A yorker bounces off the field right in front (or is pointing at the feet of) the batsman's, an area known as the block hole. Because of the usual position of the batsman and the length of the regulation of the bat's cricket bat is not usually held near the ground while the batsman prepares to hit the ball, so playing a batsman asks the batsman to change his height or they knock very quickly after detecting a yorker was bowled. This is difficult, and the yorker can often squeeze through the gap and break the wicket. Successfully playing this type of delivery is also known as digging a yorker. Bowling a Yorker requires precision point accuracy because bowling it results slightly too long in a full throw or full pitched delivery, which is easy for the batsman to be caught did not deviate vigorously from the field. It also has most of its value as a surprise. For these two reasons, The Yorkers are not joint deliveries in most circumstances. In the final stages of a one-day cricket innings, batters batters to attack every throw. In such circumstances, the yorker is a particularly effective delivery, both in taking wickets and preventing the limits of being hit. Therefore, the Yorker is very frequently bowled in these circumstances, and bowlers who can bowl yorkers accurately are appreciated in this form of cricket. Seam bowling Main article: Seam bowling Andrew Flintoff of England bowls in nets, watched by Kevin Shine. Note vertical seam This section does not cite any source. Help improve this section by adding quotes to reliable sources. Non-exturse materials may be challenged and disposed of. (August 2013) (Learn and when to remove this template message) Seam bowling is the act of using the seam to cause the ball to bounce in an unpredictable way when it hits the pitch. A good batsman can predict where one will jump, and from that work in what height it will be when it reaches the bat. By generating variations in the bounce, the bowler can make it more likely that the batsman will make a mistake in this rating give away their wicket. Seam deliveries can be bowled at any pace, but most specialy bowl seamers at medium, medium-fast or fast-paced environment. The basic technique of seam bowling is to engage normal fast bowling or slower ball grip and to try to ensure that the seam stays upright until the ball hits the pitch. If the seam is upright and the ball is sour around its horizontal axis, there is no appreciable effect Magnus, and the ball does not move in the air. The seam of the ball is high and causes variations in bounce and movement where it is the first part of the ball to hit the pitch. Seam bowlers can get a lot of help from certain types of pitches. Hard pitches that have a cracked or notched surface are best for bowling seam because hardness makes it easier to bounce the ball without losing speed while the uneven surface adds to the unpredictability of bounce when the ball hits the pitch. This is known as variable bounce. In rare cases, an extremely hard and uneven step is declared too dangerous to play on because the batsman cannot predict the ball, and are likely to be hit as a result. Green pitches can also help bowler seam, because small tufts of grass represent an uneven surface, although this is a mixed blessing because the green surface also slows the ball slightly. It is difficult for a seam bowler to be effective on a very flat field and even on the surface (known as a flat track in vernacular cricket) and seers usually resort to aggressive bowling tactics and/or bowling cutters on such surfaces. Cutters Main Articles: Foot Cutter and Off Cutter This section does not cite any Help improve this section by adding quotes to reliable sources. Non-exturse materials may be challenged and disposed of. (August 2013) (Learn and when to remove this template message) Leg-cutter catchoff-cutter catching A cutter is a fast, which is wire, that is, is, delivery that rotates around the opposite axis to the seam instead of keeping the seam straight. While this rotation is nowhere near as much as that achieved by a spin bowler, the small variations it can produce are still enough to make a batsman uncomfortable because of the speed. Cutters can be an effective way for a seam bowler to get the ball to move if he or she doesn't get much assistance from the pitch. One that rotates around the seam moves either to the right or to the left when it hits the field, depending on how the ball rotates. A bouncing right is said to be a cutter off as it is traveling from the stump off to the leg stump for a right-handed batsman. Instead, one that jumps to the left is a foot cutter, traveling from the foot to the stump off for a right-handed batsman. Cutters are usually intended, so they hit the pitch just outside the batsman's stump and move away from the wicket. This makes the ball catch the outer edge of the bat instead of the middle, and fly until it gets caught in the slips. To throw a cutter, the bowler uses a different grip. The two handles are shown to the right, with the top producing a foot cutter while the bottom one shows the grip required for a cutter off. In addition to changing the handle, the bowler must pull his fingers on the appropriate side of the ball, as he leaves his hand to give the necessary spin. The bowling action a cutter also increases the pull on, as it leaves the hand, causing the ball to slow down in the same way as a slower one and this can also help to confuse the batsman. Swing Bowling Main Article: Swing bowling This section does not cite any source. Help improve this section by adding quotes to reliable sources. Non-exturse materials may be challenged and disposed of. (August 2013) (Learn and when to remove this template message) Swing bowlers cause the ball to move sideways through the air rather than on the field as the seam bowlers. Normal or conventional swing bowling is encouraged by the high seam of the ball,[4] and the conventional swing is usually larger when the ball is new and therefore has a pronounced seam. As the ball ages, wear makes the swing more difficult to achieve, but this can be countered if the field team systematically polishes part of the ball, while allowing the other to become rough. If the ball has been polished very on one side and not on the other and if the ball is bowled very quickly (over 85 miles per hour), a reverse swing occurs, so the ball swings in the opposite direction as in the conventional swing. Contrary to popular opinion, this swing is not produced by air flowing faster over the smooth or shiny side compared to Rough. Swing is produced by a net force that acts on the ball from one side; that is, the part with the more turbulent border layer. For conventional swing bowling, the high seam and the direction in which the points govern the direction of the swing. Thanks to Thanks the sloping seam of the ball, the air flowing over the seam produces turbulence on the side towards which the seam is tilted. This causes the boundary layer to separate from the surface of the ball later (further towards the back of the ball) than the other side if it separates earlier (further forward on the surface). The resulting net force shall act in such a way as to move or swing the ball in the direction of the inclined seam. Conventional swing bowling is delivered with the seam tilted, so that the smooth or polished side of the ball faces forward to move the ball in the direction of the seam for example, towards the rough side. A swinging is classified as either an outswinger, who moves away from the batsman, or an inswinger, who moves in towards the batsman. [4] In most cases, the outswinger is seen as the more dangerous ball because, if the batsman fails to recognize it, he grabs the outer edge of the bat instead of the middle and flies up to be caught in the slips. Inswingers have their place too, especially combined with the yorker as this can lead to the ball either breaking wicket (to go clean through the gate or getting an inside edge) or hitting the pad rather than bat (resulting in a possible lbw decision). Swing bowling can also be roughly classified as early swing or late swing, corresponding when the trajectory of the ball changes direction. Later, the ball swings, the less chance the dough has the adjustment to take into account the swing. Bowlers usually use the same grip and technique on swing balls as fast balls, although they usually keep the seam slightly rather than straight, and can use slower ball grip. It is difficult to achieve the swing with a cutter grip, because the ball spins in flight, varying the orientation of the bright and rough surfaces as it moves through the air. Many players, commentators on the game, and fans agree that the swing is easier to achieve in wet or cloud-covered conditions, and also that the red ball used in the cricket test swings more than the white ball used in the day game. Reverse swing reverse swing is a phenomenon that makes the ball swing in the opposite direction to that usually produced by directing bright and rough sides of the ball. [4] When the ball is swinging backwards, the ball swings toward the shiny side. Balls that reverse swing move much later and much more sharply than conventional swinging ones, both factors increasing the difficulty the batsman has in trying to hit the ball. At speeds of over 90 mph it always shows reverse swing, but as the roughness increases on the driving side, the speed at which the reverse swing occurs decreases. [4] This means that an older one is more likely to be delivered with reverse swing because its surface is rough by use. In the reverse swing the seam is tilted in the same as in conventional swing (10-20 degrees to one side), but the border layer on both sides is turbulent. The net effect of the seam and the rough side is that the ball swings in opposite direction if the seam is facing towards. The turbulent boundary layer that later separates is similar to the effect produced by dimples in a golf. In the case of the golf ball, turbulence is produced on both sides of the ball, and the net effect is a subsequent separation of the boundary layer on both sides and lower wake at the back of the ball and a lower net pull due to the difference in pressure between the front and back – this allows the golf ball to travel further. The discovery of reverse cradle is credited to Pakistan cricketers, with Sarfraz Nawaz and Farrakh Khan both named as delivery initiators. [5] Now, on a cricket day the mandatory rule of two new balls (which states that two new balls must be used at the beginning of each innings: one at each end) means that the chances of reverse swing are drastically reduced. With two new balls being used, the amount of wear that each is subjected to is half compared to the usual. Dippers See also: Inswinger and Outswinger This section does not cite any source. Help improve this section by adding quotes to reliable sources. Non-exturse materials may be challenged and disposed of. (August 2013) (Learn and when to remove this template message) A dipper is a deliberately swinging bowled like a yorker or a full throw, the latter is not normally one that a quick bowler would choose to bowl. Indipper moves into the right-handed batsman while the outdipper moves away. To be effective, a dipper must generate a lot of swing to compensate for the variation in movement lost, because the ball is not bouncing on the ground. However, since the batsman usually expects a full throw to be an easy to score off, the dippers have huge surprise value and can be extremely difficult to play especially if the bowler is very accurate and manages the yorker rather than a real full throw. Chaminda Vaas bowling at Yuvraj Singh in the 2007-08 Commonwealth Bank Series is a classic example. Bowling Intimate This section does not cite sources. Help improve this section by adding quotes to reliable sources. Non-exturse materials may be challenged and disposed of. (August 2013) (Learn and when to remove this template message) Intimidatory or aggressive bowling is a legitimate bowling tactic with the intention of hitting the batsman with the ball. This is somewhat restrained by some of the laws of cricket, including those prohibiting excessive use of bouncers and any use of the beamer, which is intended directly to the full head. Successful intimate bowling usually uses a mixture of bouncers and short-pitched supplies aimed at the batsman's head, chest, and chest. The intention is to disrupt a batsman's concentration, and ultimately induce a mistake that leads to the loss of batsman's wicket. eventual wicket does not fall to a bouncer or short-pitched, but instead to a more standard delivery that the batsman is no longer waiting, or is rendered rendered unable to play in his usual way (of fear, pain, surprise, or a combination of the three). A classic approach is to deliver several short balls to the batsman's chest, forcing the batsman on his back foot to defend with a large bat, and then fire in a quick yorker, targeting the base of the stumps. If the batsman expects to play a foot high blow defensively, the time it takes to change their weight to play the ball at their feet may only be enough for delivery to surprise the batsman and cause him or her to panic, and thus cause their wicket loss. A quick bowler can also use intimidatory tactics to anger (or frustrate) a batsman in playing a rash blow by directing the ball to hit the batsman. Intimate bowling plays a role in every bowler's quick attack to some extent, and even the best batsmen sometimes sustain serious injuries that can force them out of and off the field. In almost all cases the sled accompanies the attack. Excessive use of intimidation tactics by fast elite players is considered unsportsmanlike, and is avoided by many teams and players. An example of excessive use was the Bodyline series, where the then English cricket captain (1932-1933), Douglas Jardine, used a tactic to limit the Australian cricket team's abilities, and their star player, Donald Bradman. The tactic was to bowl, very quickly and very short, to the batsman's body. After the Bodyline series, after it became known, several laws of cricket were modified to prevent such a tactic being used again, it would be a restriction on the number of players who can handle the rear leg-side quadrant of cricket at two (except wicketkeeper). Tactics This section does not cite any source. Help improve this section by adding quotes to reliable sources. Non-exturse materials may be challenged and disposed of. (August 2013) (Learn and when to remove this template message) Since almost all cricket teams contain multiple fast bowlers of different speeds and styles, the tactics of fast bowling depend not only on changing field placements, but on changing bowlers and the types and sequences of bowled deliveries as well. Precise tactics are determined by several factors, including the state of the game, the state of the field, the weather and relative energy and the skill levels of different players available for the bowl. Bowling quickly requires a great deal of energy and most bowlers can quickly be expected to bowl a spell of 4-6 overs in a row before requiring a rest. Depending on the conditions, they may be required by the team to bowl one more spell, although this usually leads to decreasing effectiveness towards the end of the spell as bowler tires. Choosing which balls to bowl as part of spells and what order to bowl them in is a tactical discipline all of its own. Conducting Bowlers This section does not cite any source. Help improve this section by adding quotes to reliable sources. Reliable. materials can be challenged and removed. (August 2013) (Learn and when to remove this template message) Most sides contain a mixture of fast bowlers, who specialize in aggressive or seam techniques and those who specialize in swing. When the ball is new, it usually swings very little, but generates a lot of speed, bounce and variation on the seam (because the seam on a new one stands out more than that on an old one). So seam bowlers are usually chosen to bowl with the new ball either at the beginning of an innings or when a new one has been taken, a fielding side option has a once is 80 old overs. Instead, swing bowlers are more effective once the ball has started to wear and swing backwards requires a well worn. Reverse swing bowlers can continue to extract large amounts of movement from the balls well over 80 old overers. Then again, depending on the conditions nine can swing too. Two seam bowlers are usually expected to bowl in tandem for the first 10 or so overs, after which time the ball can start to swing and one or both of them is replaced by a swing bowler or a spin bowler. This is why most eighth parties to include at least two seam bowlers, who are known as opening bowlers. The bowling seam usually becomes very ineffective with older balls and is virtually useless after 60 overs or so and as a result, the bowling places in the side are filled with swing or spin bowlers. Deploy of fielders This section does not cite any source. Help improve this section by adding quotes to reliable sources. Non-exturse materials may be challenged and disposed of. (August 2013) (Learn and when to remove this template message) Fielding for a fast bowler is usually aggressive, i.e. it is set up in order to get a wicket rather than preventing the flow of runs. Occasionally, especially when the fielding team is batting last and is chasing a total, a defensive field is required. As a general rule, it is difficult to bowl defensively quickly - this task is more suitable to spin bowlers. Different fast bowling techniques lend themselves to three ways to get the batsman out. They can be bowled or caught LBW, either speed, yorker or seam or swing causing the ball to move in towards them, in which case the placement of fielders is irrelevant. Swing or seam can be used to move the ball away from the batsman, in which case the ball hits the outer edge of the bat and can be caught in the slips. A poorly played bouncer will either fly off the outer edge as above or can result in a mystimed shot that can be caught near the boundary. It follows that the most effective field placements for aggressive fast bowling are to pack outfield and slips and gully, because these are the positions in which the batsman is most likely to be caught. Placing fielders in the outfield has the added advantage of limiting the number of places a batsman can score a limit. Other nearby fields would be the middle of silly on/off and various midwicket and coverage positions are generally redundant. Instead, a defensive field for fast bowling wraps positions, would be gully, point, and coverage - in a full circle around the batsman. One or two slips and one or two outfielders remain in the event of capture. Since batsmen usually try and play shots down on the field rather than the risk of being caught this field can stop most limits while staying close enough to the pitch to try to run out the batsmen if trying a single. Defensive bowling fast is difficult because a qualified batsman set this type of field simply trusts the technique and scores from the limits that they have hit over the midwicket ring and away from any outfielders present. Bowling one over This section does not cite any source. Help improve this section by adding quotes to reliable sources. Non-exturse materials may be challenged and disposed of. (August 2013) (Learn and when to remove this template message) The main goal of any bowler is to take the batsman's wicket. The secondary goal is to prevent batsman from scoring runs. The latter is often a path to the first as a batsman devoid of runs often becomes frustrated and more likely to try risky shots to score. In addition, stopping the batsman from the score keeps the same batsman to the tats to face consecutive balls, which can form a tactical sequence. Counter-intuitively, the best approach for a fast bowler is not to bowl constantly at the wicket as such predictability allows the batsman to simply defend his or her wicket and pick the occasionally bad ball. A much more effective approach is to introduce line and length variation, leaving the batsman uncertain whether to attack, defend or leave. Most balls in a well bowled spell are usually swinging or seam balls that pass to waist height, just outside the stump off and move away from the batsman, as this is the area where it is most difficult for the batsman to choose the most appropriate answer. Common variants and their tactical application are discussed below. The precise balls that the bowler chooses during an over depend on the situation of the match, the batsman's skill and how the batsman is in the bin. It is common to attack batsmen who have recently come to the wicket with successive short-pitched balls or bouncers with the dual purpose of removing them and stopping them from settling in a game attack mode for as long as possible. Short balls are riskier against batsmen who have settled on the bashes because they make limits easy, but most bowlers still mix in a few during a spell, only to keep the batsman guessing. Most batsmen prefer to play photos off either front or back and this influences the choice of bowlers of balls. It is difficult to play short balls on the front foot so bowlers bowl more short balls at the batsmen who prefer the front foot. It is also hard to play and completely pitched balls off the back foot, so they are supplies of choice against the rear foot players. If a bowler can successfully get a batsman playing off his less favored leg with a sequence of properly pitched balls he can then get an element of surprise by suddenly throwing down the opposite type of - a yorker after a succession of short balls or a bouncer after a succession of full balls. An unobservant or indulging batsman can be easily caught without knowing and losing their wicket. Another option, especially against the batsmen who have settled at the wicket and start to score more freely, is to switch the line of attack from the area just outside the stump off to bowling directly to the leg stump. Batsman must react to these balls as he otherwise runs a high risk of being bowled or caught LBW, but as he or she does his or her bat moves on to the leg side, leaving the side off vulnerable. If the bowler can induce enough movement to side off with swing or seam techniques, often catches the outer edge of the bat, providing a catch or strike stumps directly. Surprise is a great element in bowling, and bowlers often avoid common tactical approaches, hoping to simply confuse the batsman in the wrong shot game. For example, bowling a Yorker at a new batsman who is likely expecting bouncers or at least the standard line and length balls made many batsmen lose their first wicket. Role by region This section does not cite any sources. Help improve this section by adding quotes to reliable sources. Non-exturse materials may be challenged and disposed of. (August 2013) (Learn and when to remove this template message) In most countries cricketing, fast bowlers are considered to be the main stay of attacking a bowling team, with slower bowlers in supporting roles. On the Indian subcontinent, Bangladesh and Sri Lanka, the reverse is often true, with fast bowlers serving mainly to soften the ball for spinners. This is largely due to the state of the pitches used in these countries, which provide more help to spinners than to fast bowlers, but internationally also reflects the skills of their spinners compared to their pace bowlers. The risks of Injuries Bowlers quickly typically experience the highest incidence of injury of all player roles in cricket. [6] The greatest time-loss injuries are usually associated with excessive use at the site of the lumbar spine. Common injuries include spondylolistesis (stress fracture of the lower back), fractures of navicular stress in the leg, tears or LESIONS OF FLAP, lateral strains or intercostal strains and muscle strains of calves, hamstrings or spinal erectors. Popular media and commentators are critical of the number of injuries suffered by bowlers quickly. However, from 2019 onwards, injury rates are at their lowest level in decades, in many parts due to advances in physical conditioning, sports science and load management interventions. Top five fast bowlers also: Test cricket bowling records, and Twenty20 International Cricket Bowling Records Top Five Bowlers Fast in Tests[7] Name Wickets taken James Anderson 600 Glenn McGrath 563 Courtney Walsh 519 Stuart Broad 514 Dale Steyn 439 Top five Fast Bowlers in O DIs [8] Name Wick sets taken Wasim Akram 502 Waqar Younis 416 Chaminda Vaas 400 Shaun Pollock 393 Glenn McGrath 381 Top five bowlers fast in T20s[9] Name Wicket taken Lasith Malinga 107 Umar Gul 85 Tim Southee 78 Nuwan Kulasekara 66 Stuart Broad 65 Fastest deliveries recorded in Cricket history[10] Bowler km/h (mph) Shoaib Akhtar 161.3 (100.2) Brett Lee 16 1.1(100.1) Shaun Tai 161.1(100.1) Jeff Thomson 160.6(99.8) Mitchell Starc 160.4(99.7) NB : The above figures all exclude ongoing matches See also The Glossary Cricket Portal of Cricket Terms Types of Bowlers in Reference cricket ^ Fast Bowling: Speed Classification. Cricvision. 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