



DIFFERENT AGES – DIFFERENT STAGES

PRIMARY

Boys & Girls

Year 5

9-10 year olds

Year 6

10-11 year olds





PRIMARY OBJECTIVE



Accelerated Skill Development



Action packed



Fast paced



Maximum involvement

	BATTING	BOWLING	FIELDING
Accelerated Skill Development	Transition to conventional hardball Increased attacking batting shots which will add to more scoring options	Transition to conventional hardball Increasing accuracy	Transition to conventional hardball Moving into position quickly to catch or retrieve the ball Wicketkeeping: Head still, eyes level and focus on the ball, with fingers pointing downwards
Action Packed	Being prepared to score off every ball	More wicket taking opportunities	More active and less standing still Moving every single ball (walking in with the bowler)
Fast Paced	Opportunities to score at a faster pace, more singles and more boundaries	Less wides means more time spent with the ball in play	Shorter boundaries and more boundaries mean fielders will need to be fast and agile to cut the ball off or chase it to prevent a boundary
Maximum involvement	Everyone gets equal opportunity	All 8 players will get a minimum of 2 overs	Fewer fielders means more action for everyone in the field

Different Ages – Different Stages



Pitch Type Length:

- Grass or artificial surface can be used
- 16 meters pitch length

Player Numbers:

- 8 players per team

Overs Per Team:

- 20 overs maximum per team to be bowled (120 balls based on no extras being bowled)

Time:

- 120 minutes (Game can be completed in 2 hours)

Boundaries:

- A maximum of 35 meters, taking the measurement from the batter's end stumps

Batting:

- Each batting pair will bat their 5 over allotment
- All balls, including wides and no balls will be added into the batters ball count
- If a batter gets out, the batters change ends, and the agreed number of runs can be subtracted from their team's total

Bowling:

- All bowling is to take place from one end only
- Bowling directives for bowlers;
All 8 players are to have a minimum of 2 overs
All players are to have a maximum of 3 overs
- All overs are 6 ball overs with a maximum of 8 balls if extras are required to be bowled
- Run ups for bowlers should not exceed more than 10 meters

Fielding:

- No fielder is to be within 10 meters of the striking batter or another fielder to encourage more singles and safety

Dismissals:

- Unlimited dismissals
- Major Associations have the option to have additional consequences for wickets e.g. If a batter gets out, the batters simply change ends, and the agreed the agreed penalty for the dismissal can be applied

REMEMBER:

Children's early experiences will remain with them always and will often determine whether they want to remain playing the game or give up and do something else.

EQUIPMENT



Ball:

Approved 142gms, 2-piece ball. The match ball does not have to be new, however umpires must agree it is fit for play



Protective Equipment:

Helmets, with a faceguard are mandatory for junior cricketers (under 19) – refer to the NZC Helmet Policy or NZC Game on Resource

Pads, Gloves & Abdominal guard (males)



Additional:

2 sets of stumps with bails, ideally 1 set of portable stumps is required (to ensure pitch length requirements are met)

Cones – to mark reduced boundary

Chalk/Tape to mark reduced pitch length & crease marks

Tape measure or a pre-measured string maybe required