

# Junior Formats



NZC's Junior Cricket accommodates different ages and stages with the objective of providing accelerated skill development, making it action packed and fast paced with maximum involvement for the kids.

This means shorter pitch lengths, fewer player numbers, shortened boundaries and appropriately sized bats and balls. More action, more running, more balls in play; less wides, more fun!

<b>SUPERSTAR CRICKET ACADEMY</b> 	<b>SUPERSTAR CRICKET</b> 	<b>PRIMARY</b> 	<b>INTERMEDIATE</b> 	<b>DISTRICT</b> 	<b>CUP &amp; SHIELD TOURNAMENT</b> 
Learning the skills	Pitch <b>10-14M</b>	Pitch <b>16M</b>	Pitch <b>18M</b>	Pitch <b>18M</b>	Pitch <b>18M</b>
Warm-up games	Players <b>8</b>	Players <b>8</b>	Players <b>9</b>	Players <b>9</b>	Players <b>9</b>
Batting skills and games	Overs <b>8-16</b>	Overs <b>20 MAX</b>	Overs <b>30 MAX</b>	Overs <b>40 MAX</b>	Overs <b>20 MAX</b>
Bowling skills and games	Boundaries <b>30-40 MAX</b>	Boundaries <b>35 MAX</b>	Boundaries <b>40 MAX</b>	Boundaries <b>45 MAX</b>	Boundaries <b>45 MAX</b>
Fielding skills and games	Dismissals <b>PAIRS*</b> *Pairs cricket batting rules apply 5 ways to get out; - Bowled - Stumped - Caught - Run out - Hit Wicket	Dismissals <b>NONE*</b> *bat out your 5 overs as a pair MA's/DA's can introduce penalties for dismissals if required LBW'S - No Stumpings - Yes	Dismissals <b>ALL*</b> *Minimum number of balls - 6 (from there on all dismissals apply) - Compulsory retirement - 30 balls - MA's/DA's can introduce penalties for dismissals if required	Dismissals <b>ALL*</b> *Negotiable	Dismissals <b>ALL</b>
Modified team games	Equipment Modified ball (Incredi/soft)	Equipment 142g two piece ball or modified ball Mandatory helmets	Equipment 142g two piece ball or modified ball Mandatory helmets	Equipment 142g two piece ball Mandatory helmets	Equipment 142g two piece ball Mandatory helmets
<b>5-10 YEAR OLDS</b>	<b>5-12 YEAR OLDS</b>	<b>YEAR 5-6</b>	<b>YEAR 7-8</b>	<b>YEAR 7-8</b>	<b>YEAR 7-8</b>