

JUNE 2018



DIFFERENT AGES – DIFFERENT STAGES

INTERMEDIATE

Boys & Girls

Year 7

11-12 year olds

Year 8

12-13 year olds





INTERMEDIATE OBJECTIVE



Accelerated Skill Development



Action packed



Fast paced



Maximum involvement

	BATTING	BOWLING	FIELDING
Accelerated Skill Development	Developing the ability to hit all around the ground (360°)	Develop a repeatable bowling action. Continued improvement in accuracy	Good skill execution of low and high catching and throwing accurately Wicketkeeping: Using both hands to create a large target to catch the ball and ensuring the elbows bend to absorb the action
Action Packed	Recognising which balls are easier to hit powerfully (Decision making)	Improved Accuracy + More Wickets = Further Successes	Anticipating each ball, with the possibility it may come to you!
Fast Paced	Judging runs to be scored by positive and decisive calling	With improved accuracy, there will be less time spent on re-bowling extras	Opportunity to dive and stop the ball, along with being able to chase and throw to initiate runouts
Maximum involvement	All players get an opportunity to spend time out in the middle	Bowlers can begin to bowl to the field placements	Anticipating that every ball is going to come to you, with their being fewer fielders

Different Ages – Different Stages



Pitch Type Length:

- Grass or artificial surface can be used
- 18 meters pitch length (stumps to stumps)

Player Numbers:

- 9 players per team

Overs Per Team:

- 30 overs maximum per team to be bowled (180 balls based on no extras being bowled)

Time:

- 180 minutes (Game can be completed in 3 hours)

Boundaries:

- A maximum of 40 meters, taking the measurement from the middle of the pitch

Batting:

- Batters must face a minimum of 6 balls (after the 6 balls all dismissals apply)
- Compulsory retirement for batters after they have faced 30 balls. Retired batters can return after all other batters have batted.
- 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 penalty for the dismissal can be applied

Bowling:

- The bowling will take place in 5 over chunks from one end and then swap for the next 5 overs at the other end.
- Bowling directive for bowlers; Players are to have a maximum of 5 overs (4 over spell)
- 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 15 meters (from the stumps)

Fielding:

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

Dismissals:

- All dismissals apply
- Major Associations have the option to have additional consequences for wickets e.g. If a batter gets out within their minimum 6 balls. The batters simply change ends, and 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 or modified 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