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!



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