

SEPTEMBER 2019



JUNIOR GAME

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 |

JUNIOR GAME



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 max. Retired batters can return after all other batters have batted.
- If a batter is dismissed during his/her first 6 balls and then goes on to retire after having faced 30 balls, this batter will not be able to return after all other batter 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 consequence for the dismissal can be applied

Bowling:

- The bowling will take place in 5 over allotments from one end and then swap for the next 5 overs at the other end.
- Bowling directive for bowlers; Players are to have the following compulsory maximum over totals:
 - 20 overs cricket - 4 overs per game, 30 overs for tournaments
 - 30 overs cricket - 5 overs per game, 4 over spell, 30 overs for tournament
 - Tournaments are those of 3 days or longer in length
- 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 agree upon the total number of runs to be added to the fielding team (to be either 3 or 4 runs) for the consequence of a wicket eg. If a batter gets out during his/her game period, the batters simply change ends and either 3 or 4 runs will be added to the opposition (bowling teams) total.

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