

OCTOBER 2020



ANZ JUNIOR GAME

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



Pitch Type Length:

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

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 (2 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 10 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:

- 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 consequence 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