

# **Junior Cricket at Stirling Cricket Club**

## **Background**

This document outlines what the Stirling Cricket Club aims to achieve for each age group within the Junior Cricket program and the frameworks that will be used to ensure all players can develop their skills and love of the game in a positive and enjoyable environment.

## **Focus of Junior cricket at Stirling Cricket Club**

While intending to be competitive and to support players in learning how to win games of cricket, our greater foci are:

- Player skill development
- Knowledge of the game (including its rules)
- The spirit in which the game is played
- Enjoyment of the game.

## **Parental help**

There are a few tasks that need to be done each week for all junior games. Parental assistance will be required in the following areas:

### **Home games**

- Putting out boundary cones
- Morning tea/afternoon tea - the home team is expected to provide enough for both home and away teams

### **All games**

- Scoring
- Umpiring (often the coach will do this, but they will certainly appreciate it if a parent is able to assist from time to time)

## **Team setup**

All junior players will be allocated to teams based on their age group. If there are multiple teams within an age group, players will be allocated to teams to ensure an equal distribution of skill level and experience (rather than “stack” one team), to foster the ongoing development of all players. Whilst we will endeavour to place friends in the same team this is not always possible when trying to achieve evenly matched teams.

Where a higher age group is short of players, cricketers from the age level immediately below may be asked to “play up” from time to time. This selection will be based on a skills assessment, and with the consent of the player and the player’s parents/guardians.

## **Aims and Management Policy for each Junior level**

### **Under 10**

This age group is all about having fun and introducing players to the game of cricket. The focus is on introducing players to basic cricket skills, such as holding the bat correctly, getting the bowling action correct, and understanding the basic principles of the game.

All players will be provided with an equal opportunity to engage and participate in every session, and any player rotations (if required, depending on player numbers) will be managed so that all players receive the same opportunities across the season.

### **Under 12**

This age group is all about maximising fun and enjoyment and introducing players to more advanced cricket skills than Under 10s. At this level, the focus remains on correct technique with bat and ball and in the field and playing together as a team.

U12s play T20s each week, and all players will be given an opportunity to bat and bowl in every game, where possible. Typically, it will be arranged with the opposition coach that the stronger players from each time bowl and bat to each other (usually first). Batters may be required to retire to ensure everyone has a bat, and bowling spells will be managed to ensure that everyone has a bowl. Batting and bowling orders will be managed to ensure that any player who doesn't get to bat will be given additional bowling opportunities, and vice versa. The exact batting and bowling positions will be determined by the team coaches, and will vary from game to game, as required, to share opportunities evenly amongst all players. It is important to note that once a batter is dismissed the only way they might get to bat again is if every other batter has also been dismissed. This is a fundamental difference in the game format compared to the Under 10 competition.

As there is no premiership table in U12s this enables us to ensure that this grade is about participation and development rather than winning.

### **Under 14 and Under 16**

U14s (9 a side) and U16s (11 a side) will play a combination of 40/40 and T20 games. At these levels, players will continue to work on fundamental cricket and teamwork skills, and emphasis will be placed on continued development of all aspects of the player's cricket repertoire (batting, bowling, fielding, game understanding).

The coach may choose to name a captain or co-captains for the season, if certain players are demonstrating leadership interest and capacity and want to develop that aspect of their game. It will remain the role of the coach to determine the batting and bowling orders (with input from the captain/s welcome), so that opportunities are evenly shared amongst the playing group. The stronger players will typically bat or bowl first against players of similar ability in the opposition team, but all players will be given an opportunity to bat and bowl in every game, wherever possible. For this, batters may be required to retire (compulsory retirement is at 50 runs), to let others have a bat, and bowling spells will be managed to ensure that everyone has a bowl. When fielding, the coach will encourage the captains to set the field placements, while having an active role in moving the field to support the captain(s) development and ensure shared opportunities for players in different fielding positions.

U14 and U16 grades have a premiership table and finals.

## U12s Specifics

There is no premiership table in U12s.

Extracts from the Junior By Laws that relate to U12s.

- All batters must wear a helmet when batting. The wicket keeper must wear a helmet at all times.
- If a team is dismissed before the completion of its entitled number of overs, they shall continue to bat for the balance of the overs not used (with scores taken) by returning dismissed batsmen in reverse order of the scores they achieved. In this situation the score when the team is all out (ie 8 wickets have fallen in a 9 a side game) is the score used to determine the match result notwithstanding that the team score will continue past that score as a result of continuing to bat on.
- Batters must retire (at the end of the over) when they reach 30 runs.
- Batters may be retired at any time to give other players the chance to bat. Retired batters may only resume their innings once all other players have batted. Batters who have been retired before reaching the maximum retirement score (above) can resume their innings in an order at the discretion of the coach. Batters who have been retired at the maximum score can only resume batting once all other batters are out.
- Bowling restrictions (NB these have not been updated since the move in 2020 to 20 over 1 day games)
  - Max overs per spell - 3 overs
  - Max overs per innings - 5 overs
  - Min overs between spells - Double the overs bowled in first spell
- There shall be no restriction on the number of players who can be named to play. Any named player may bat or bowl. (*this means that more than 9 players can be named and participate in the game but only 9 fielders should be on the field at any point in time – refer below for a variant on this*)
- Only the wicket keeper and slip fielders can field within 10 metres of the batsman.
- In addition to the normal front foot no ball, the following shall be a no-ball
  - a full-toss that would have passed the batter above waist height in their normal batting stance,
  - a short-pitched ball that would have passed the batter above shoulder height
  - a ball pitching off the synthetic matting
  - a ball that bounces twice before it reaches the popping crease at the batting end (sometimes square leg needs to help with this).
- There is no LBW in U12s.
- All overs are to be bowled from the same end to speed up play.
- The pitch length is to be 18 metres long. Chalk or tape is to be used to mark the crease at the bowler's end. The crease is to be marked 1.2 metres from the bowlers end stumps. A set of spring loaded stumps are to be used at the bowlers' end due to the shorter than normal pitch length.
- Boundaries are to be a maximum of 45 metres from the batting end stumps.

## Things not in the By-laws

- Whilst the rules dictate it is a 9-a-side competition, if both teams have more than 9 players then the coaches can agree to have up to 11 players on the field to avoid having kids waiting on the sidelines. However, for fairness this should generally only be where both teams have the same number of players. It should be remembered that the 9 a side format is so that there are more gaps in the field to enable more runs to be scored.
- The aim should be to bowl 20 overs an hour.

## Ground set up for U12s

Bowling is from one end only so the ground is to be set up as follows:

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**Pitch** 18m

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**Boundary** 45m max. Circle measured from the batter's end stumps.

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**Stumps** Portable at bowlers end – option to bring both ends in to front crease line using 2 sets of portable stumps.

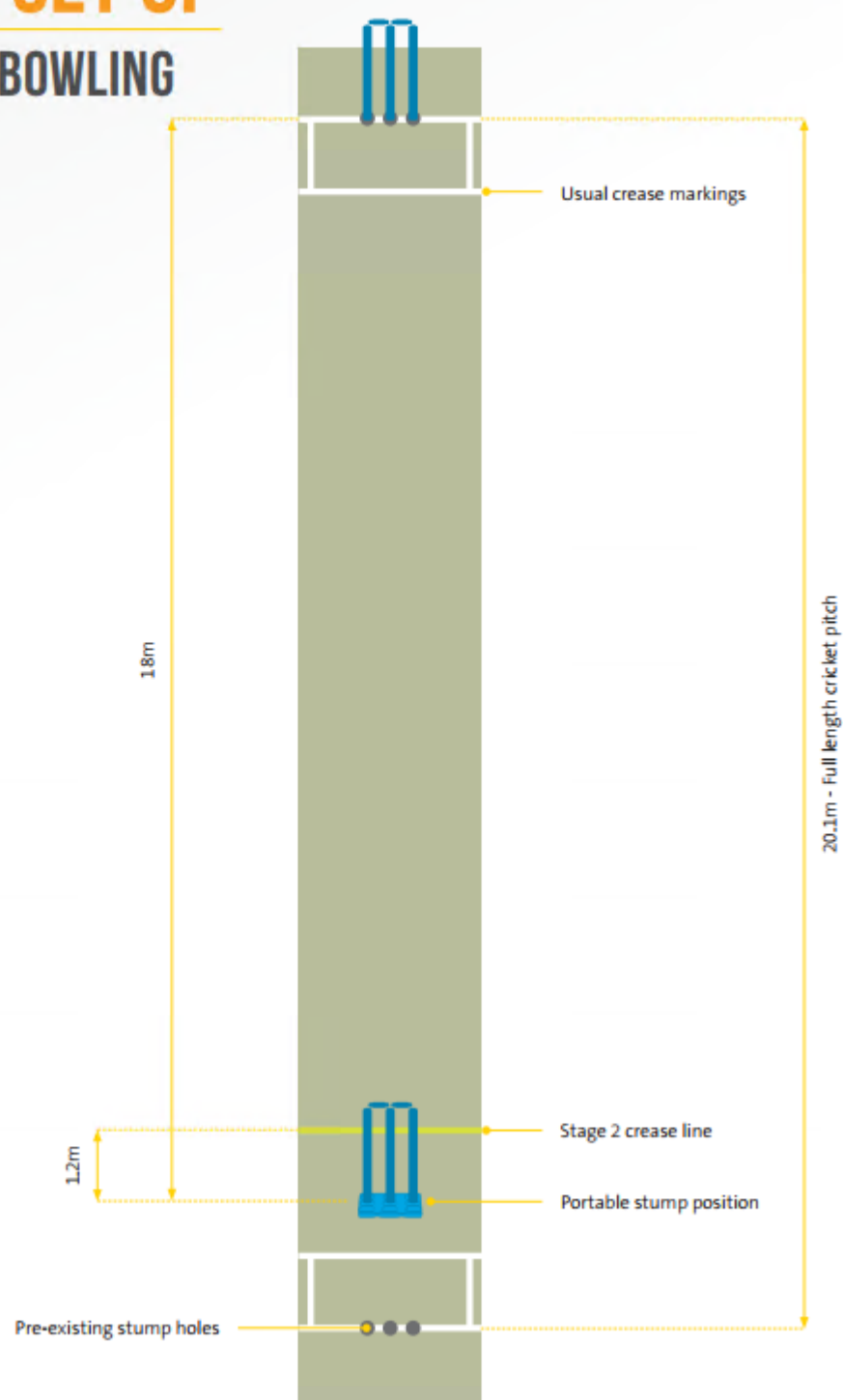
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Pitch set up

# PITCH SET UP

## ONE END BOWLING



It is recommended that chalk or masking tape be used to mark the creases at the bowlers' end