

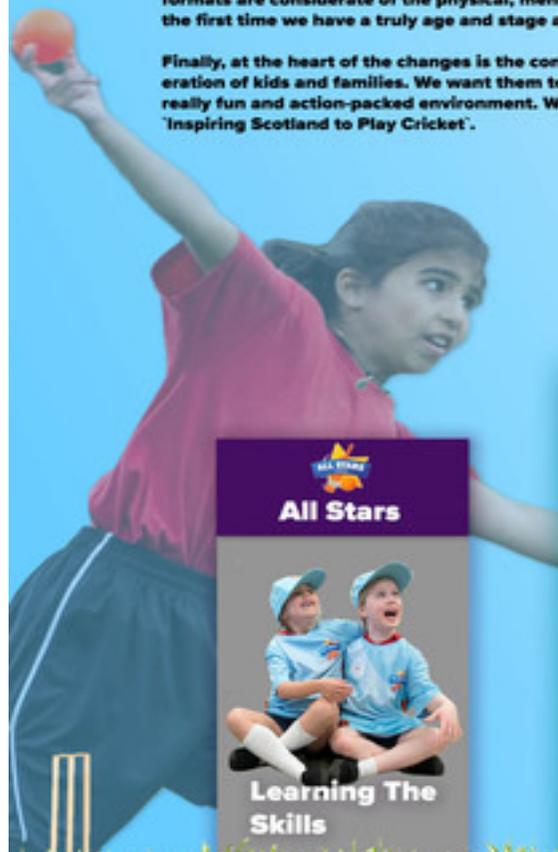


Junior Pathway & Formats

The Cricket Scotland Junior Pathway & Formats model provides the framework to support the journey of our cricketers from entry level through to our performance teams.

The model is based on the Cricket Australia framework and is grounded in extensive research, piloting and feedback. The formats are considerate of the physical, mental and emotional development of kids through their cricketing journey, so for the first time we have a truly age and stage appropriate pathway.

Finally, at the heart of the changes is the concept of fun! We aim to unlock the fun, passion and love for cricket in a new generation of kids and families. We want them to experience cricket in a positive way that sees them developing their skills in a really fun and action-packed environment. We strongly believe that the new pathway and formats will provide the basis for 'Inspiring Scotland to Play Cricket'.



All Stars

Learning The Skills

Kwik Cricket

Players: 6-8
Pitch: 14m
Overs: 12-16
Boundary: 30m

Playing Modified Games

Junior 1

Players: 8
Pitch: 16m
Overs: 20*
Boundary: 35m*

*Max Recommended

- U12 -

Junior 2

Players: 9
Pitch: 18m
Overs: 30*
Boundary: 40m*

*Max Recommended

- U14 -

Junior 3

Players: 11
Pitch: Full Length
Overs: 40*
Boundary: 45m*

*Max Recommended

- U16 -



**CRICKET
SCOTLAND**

Junior Formats

Junior 1

Boys & Girls
u12

Junior Formats – Stage 1

Description: A format that looks to further develop the cricket skills of kids that are playing their 1st or 2nd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field.

Key Objectives:



Better Skills



Time on Task



More Action



More Fun

	Batting	Bowling	Fielding
Better Skills	<p>Learning to hit a ball on two sides of the field - vertical and horizontal shots</p> <p>Run between the wickets with judgement and calling</p>	<p>Bowl overarm 16m with a straight arm within batters reach</p>	<p>Catch and Throw over 30m</p>
More Action	<p>More gaps and more chance to score off every ball</p>	<p>More wicket-taking opportunities</p>	<p>More active and less standing still</p>
Time on Task	<p>Everyone gets equal opportunity</p>	<p>Everyone gets a minimum of 2 overs</p>	<p>Fewer fielders means more opportunities to run, throw and catch</p>
More Fun	<p>Bigger Scores! More boundaries, more runs off the bat</p>	<p>Less wides and more time with the ball in play</p>	<p>Less fielders and shorter boundaries will mean fielders will need to be on the game!</p>

Format Guidelines

Game Type	T20
Players	8
Pitch	16m (18 yards) Turf or artificial surface can be used. We recommend artificial surfaces for junior cricket
Time	120mins (2 hours)
Boundary Size	35m
Overs	20 overs per team (120 balls)
Batting	<p>T20 Pairs Cricket Each batting pair will bat for 5 overs. No dismissals (batters swap ends) Bowling team receive `4 runs` to their team total for every wicket they take (no deducting runs from the batting team)</p> <p>W/C June 25th: National Pilot across all Junior Leagues Retirement 17 balls Retired batters can return when all others have batted, in the order they retired Wides and no balls that are not scored from do not count towards ball faced</p>
Bowling	All players to bowl All bowling takes place from one end only Min 2 overs and max 3 overs per player Max 8 balls per over
Fielding	No fielders within 10m with exception of regulation (off side) slips, gully and wicket keeper Wicketkeeper to change once during each innings
Dismissals	All forms of dismissal apart from LBW
Equipment	Ball - Incrediball 2 sets of stumps with base and bails Pitch length and boundary measure Boundary markers Chalk/tape to mark crease



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**CRICKET
SCOTLAND**

Junior Formats

Junior 2

Boys & Girls

u14

Junior Formats – Stage 2

Description: This format is ideally suited for those who have completed a couple of seasons of junior cricket and are starting to develop more sophisticated batting, bowling and fielding skills.

Key Objectives:



Better Skills



Time on Task



More Action



More Fun

	Batting	Bowling	Fielding
Better Skills	<p>Hit a moving ball on two sides of the field and in front and behind wicket.</p> <p>Judge and respond with a range of shots</p> <p>Judge where and when runs can be scored</p>	<p>Bowl over 18m with a straight arm within batters reach</p> <p>Developing greater control over line and length</p>	<p>Catch and Throw over 35m</p> <p>Field and catch in all positions</p> <p>Introduce captaincy concepts</p>
More Action	<p>Recognising which deliveries are easier to hit powerfully</p>	<p>Improving accuracy = More wickets</p>	<p>Anticipating each ball and understanding role in the field</p>
Time on Task	<p>All players get an opportunity to spend time in the middle</p>	<p>Less extras and more time with the ball `in play`</p>	<p>Fewer fielders means you will have to anticipate every ball</p>
More Fun	<p>Big hits, more boundaries, more chances to score</p>	<p>Better accuracy and bowling to fields = More Wickets</p>	<p>Dive, stop, throw, catch, chase more often</p>

Format Guidelines

Game Type	T20
Players	9
Pitch	18m (20 yards) Turf or artificial surface can be used. We recommend artificial surfaces for junior cricket
Time	120mins (2 hours - T20) 180mins (3 hours - 30 overs)
Boundary Size	40m
Overs	Option One: 20 overs per team (120 balls) Option Two: 30 overs per team (180 balls)
Batting	<p>Option One: T20 Retirement 20 balls Retired batters can return when all others have batted, in the order they retired Wides and no balls that are not scored from do not count towards ball faced</p> <p>Option Two: 30 overs Retire at 30 balls Retired batters can return when all others have batted, in the order they retired Wides and no balls that are not scored from do not count towards ball faced</p>
Bowling	<p>Option One: T20 All players to bowl Change bowling ends after 10 overs Min 2 overs and max 3 overs per player Max 8 balls per over</p> <p>Option Two: 30 overs All players to bowl 6 bowlers x 3 overs 3 bowlers x 4 overs</p>
Fielding	No fielders within 10m with exception of regulation (off side) slips, gully and wicket keeper Optional - Wicketkeeper to change once during each innings
Dismissals	All dismissals
Equipment	Ball - 4 ¾ oz junior hardball 2 sets of stumps with base and bails Pitch length and boundary measure Boundary markers Chalk/tape to mark crease



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**CRICKET
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Junior Formats

Junior 3

Boys & Girls

u16

Junior Formats – Stage 3

Description: A modified format for those that are in the intermediate stages of skill development. Fast, dynamic version of the game that allows for constant action. Aimed at those who have played the game for 3-4 seasons.

Key Objectives:



Better Skills



Time on Task



More Action



More Fun

	Batting	Bowling	Fielding
Better Skills	Respond to pace and spin from back and front foot attacking and defending ball to score runs Judge where and when runs can be scored	Bowl with pace/spin controlling variations of line and length over a full-length wicket	Catch and Throw over 45m Field and catch in all positions Captain to make tactical decisions with feedback
More Action	Looking to score off every ball with good decision making	Improving accuracy + Skill level = More Wickets	Anticipation and helping your team every ball in the field
Time on Task	Every ball counts as all players contribute to a competitive team score	Less extras and more time with the ball `in play`	Fewer fielders means you will have to anticipate every ball
More Fun	Big hits, more boundaries, more chances to score	Better accuracy and bowling to fields = More Wickets	Dive, stop, throw, catch, chase more often

Format Guidelines

Game Type	T20
Players	11
Pitch	Full-length Pitch Turf or artificial surface can be used. We recommend artificial surfaces for junior cricket
Time	120mins (2 hours - T20) 240mins (4 hours - 40 overs)
Boundary Size	45m
Overs	Option One: 20 overs per team (120 balls) Option Two: 40 overs per team (240 balls)
Batting	<p>Option One: T20 Retirement 24 balls Retired batters can return when all others have batted, in the order they retired Wides and no balls that are not scored from do not count towards ball faced</p> <p>Option Two: 40 overs Retirement not compulsory Coach can choose to retire players at 60 balls. These batters can return when all others have batted, in the order they retired Wides and no balls that are not scored from do not count towards ball faced</p>
Bowling	<p>Option One: T20 Max 4 overs per bowler 5 bowlers minimum must bowl Bowling to change ends at 10 overs</p> <p>Option Two: 40 overs Bowling to change ends at 20 overs Max 8 overs per day (4 over spells) 5 players minimum must bowl</p>
Fielding	No fielders within 10m with exception of regulation (off side) slips, gully and wicket keeper
Dismissals	All dismissals
Equipment	Ball - 5 ½ oz (male), 5 oz (female) 2 sets of stumps with base and bails Boundary measure Boundary markers



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