

OCTOBER 2020



ANZ JUNIOR GAME

ANZ JUNIOR CUP & SHIELD

Boys & Girls

Year 7

11-12 year olds

Year 8

12-13 year olds





CUP & SHIELD OBJECTIVE



Accelerated Skill Development



Action packed



Fast paced



Maximum involvement



Character development

	BATTING	BOWLING	FIELDING
Accelerated Skill Development	Ability to hit the ball into gaps Increased boundary scoring options, especially between mid-off and mid-on	Continued development of a repeatable bowling action for a longer duration. Improved ability to bowl to the field	Anticipation & diving for the ball to create opportunities. Wicketkeeping: Awareness of positioning
Action Packed	Recognising which balls are easier to hit powerfully (Decision making)	Improved accuracy + More wickets = Further Successes	Anticipating each ball
Fast Paced	Expect to score of every ball	With improved accuracy, there will be less time spent on re-bowling extras	Opportunity to dive & stop the ball, along with being able to chase and throw to initiate runouts
Maximum involvement	Batters will have the ability to build an innings	Bowlers can bowl to field placements	Players can be involved in an attacking or defensive field set, depending on the situation of the game
Character development	<p>Players are part of a team that must cooperate to achieve a common goal</p> <p>All players have the opportunity to contribute to the team in a meaningful way in the field, with the bat and the ball.</p>		

ANZ 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:

- 20 overs maximum per team to be bowled (120 balls based on no extras being bowled)

Time:

- 180 minutes (Game can be completed in 3 hours)

Boundaries:

- A maximum of 45 meters, taking the measurement from the middle of the pitch

Batting:

- [Refer to the Community Cricket National School Tournaments](#)

Bowling:

- [Refer to the Community Cricket National School Tournaments](#)

Fielding:

- [Refer to the Community Cricket National School Tournaments](#)

Dismissals:

- All dismissals apply

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. 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