



FORMATS

SUPERSTAR CRICKET ACADEMY

- Learning the skills
- Warm-up games
- Batting skills and games
- Bowling skills and games
- Fielding skills and games
- Modified team games

5-10 YEAR OLDS

COACHING

SUPERSTAR CRICKET ACADEMY COURSE

SUPERSTAR KIWI

Where: Saxton Oval

When: Saturday Mornings

2nd November – December 14th

15th February – 21st March

Time: 9.00am

What to bring:

- Just bring along a hat and a drink bottle

- **Pitch Length:** Approx 10m

Format:

- Dual Pitch Cricket
- Quick cricket
- Just like last season!

Coaching:

- Coaches must be registered online and have been through the Superstar Cricket Academy Course.
- Becoming a registered coach also makes available a range of resources that can aid in the coaching of these players.
- We want the players to go away having had a positive experience with the game of cricket.

How can YOU help?

- We encourage all parents to join in and help out as much as you can!
- Bring a positive attitude that will rub off on the kids.
- Encouragement from the side-lines to all those participating. Prioritise enjoyment and involvement rather than winning.

SUPERSTAR CRICKET



	Pitch	10-14M
	Players	8
	Overs	8-16
	Boundaries	30-40 MAX
	Dismissals	PAIRS*
	<small>*Pairs cricket batting rules apply 5 ways to get out;</small>	
	<small>- Bowled</small>	<small>- Stumped</small>
	<small>- Caught</small>	<small>- Run out</small>
	<small>- Hit Wicket</small>	
	Equipment	
	Modified ball (Incredi/soft)	

5-12 YEAR OLDS

FOUNDATION COURSE

SUPERSTAR INCREDIBALL

Where: Saxton Oval

When: Saturday Mornings

2nd November – December 14th – Term 4

15th February – 21st March – Term 1

Time: 10.45am

What to bring:

- Just bring along a hat and a drink bottle

Pitch Type Length:

- Grass or artificial surface can be used
- 10-14 meters pitch length (stumps to stumps)

Player Numbers:

- 8 players per team

Overs Per Team:

- 8-16 overs maximum per team to be bowled

Time:

- Short/Fast/Fun

Boundaries:

- A maximum of 40 meters

Batting:

- Pairs cricket rules.
- Each pair faces 5 overs
- If a batter is dismissed they will change ends

Bowling:

- The bowling will take place all from one end
- Every player will have a turn at bowling 2 overs each
- Balls do not get re-bowled. Instead for a wide or no-ball an extra run is added to the team score

Fielding:

- No fielder is to be within 10 meters of the striking batter or another fielder to encourage more singles and safety

Dismissals:

- There are no penalty's for being dismissed.
- The aim of this grade is for kids to have a good time, and make it as easy and fun as possible

Coaching: A 'Foundation' level of coaching is required

PRIMARY FORMAT

Where: School and Club Pitches

When: Saturday Mornings

2nd November – December 14th – Term 4

15th February – 21st March – Term 1

Time: 9.00am

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

Fielding:

- No fielder is to be within 10 meters of the striking batter or another fielder to encourage more singles and safety as well.

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
- 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)
- All balls including wides and no balls will be added to the batters ball count

Dismissals:

- Unlimited dismissals

Primary School Laws:

- Team starts on 200
- -2 for a wicket
- Bowler gets attributed the wicket
- Runs come off the team score, not the batter
- Change ends after a wicket

Guidelines:

We recommend giving each batsman an equal share of the balls as is reasonably possible. This can be achieved by not changing ends after a wicket.

Coaching:

An 'Advanced Foundation' level of coaching is required



PRIMARY

Pitch 16M

Players 8

Overs 20 MAX

Boundaries 35 MAX

Dismissals NONE*

*bat out your 5 overs as a pair
MA's/DA's can introduce consequences for dismissals if required
LBW'S - No
Stumpings - Yes

Equipment
142g two piece ball or modified ball
Mandatory helmets

YEAR 5-6
9-11 YEAR OLDS

ADVANCED FOUNDATION COURSE

INTERMEDIATE



	Pitch	18M
	Players	9
	Overs	25 Overs
	Boundaries	40 MAX
	Dismissals	ALL*
	<small>*Minimum number of balls - 6 (from there on all dismissals apply) - Compulsory retirement - 30 balls - MA's/DA's can introduce consequences for dismissals if required</small>	
	Equipment	142g two piece ball or modified ball Mandatory helmets

**YEAR 7-8
11-13 YEAR OLDS**

**ADVANCED FOUNDATION
COURSE**

INTERMEDIATE FORMAT

Where:

School and Club Fields

When:

Saturday Mornings

2nd November – December 14th – Term 4

15th February – 21st March – Term 1

Time: TBC

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:

- **25 overs maximum per team to be bowled**

Time:

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

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. Retired batters can return after all other batters 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 penalty for the dismissal can be applied

Boundaries

- A maximum of 40 meters, taking the measurement from the middle of the pitch

Bowling: • The bowling will take place in 5 over chunks from one end and then swap for the next 5 overs at the other end.

- Bowling directive for bowlers; Players are to have a maximum of 4 overs (4 overs spell)

- All overs are 6 ball overs with a maximum of 8 balls if extras are required to be bowled

- Extras are 1 run to the Batting side

- 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
- Team starts on 100
- Batsman must face a minimum of 6 deliveries
- -2 for a wicket
- Runs come off team score for the wicket
- Bowler gets attributed wicket and -2 runs to their figures and the batsman change ends

Coaching: An 'Advanced Foundation' level of coaching is required

THURSDAY NIGHT BIG BASH

NO HARDBALL, NO EQUIPMENT NEEDED!

Where: Greenmeadows

When: November 7th – December 12th

Time: 4pm – 5.30pm

What to bring:

- Just bring along a hat and a drink bottle
- Soft ball/stumps and bat are provided!

Pitch Type Length:

- 10-14 meters pitch length (stumps to stumps)

Player Numbers:

- 8 players per team

Overs Per Team:

- 16 Overs

Batting:

- Pairs cricket rules.
- Each pair faces 4 overs
- If a batter is dismissed they will change ends

Boundaries

- A maximum of 40 meters, taking the measurement from the middle of the pitch

Bowling: • The bowling will take place in 4 over chunks from one end and then swap for the next 4 overs at the other end.

- Bowling directive for bowlers; Players are to have a maximum of 2 overs
- All overs are 6 ball overs with a maximum of 8 balls if extras are required to be bowled

- Extras are 1 run to the Batting side

Dismissals:

- All dismissals apply
- Team starts on 100
- Batsman bat In pairs for a total of 4 overs
- -2 for a wicket
- Runs come off team score for the wicket
- Bowler gets attributed wicket and -2 runs to their figures and the batsman change ends

