



**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 1<sup>st</sup> or 2<sup>nd</sup> 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><b>T20 Pairs Cricket</b> 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><b>W/C June 25<sup>th</sup>: National Pilot across all Junior Leagues</b> 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 <b>do not</b> 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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National Cricket Academy, Ravelston, Edinburgh EH4 3NT

e. [general@cricketscotland.com](mailto:general@cricketscotland.com) t. +44 (0) 131 313 7420

Company Registration: SC 211761  
VAT Registration No: 774 6658 77