

Junior Formats

Stage 2 (U14)

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
- More Action
- Time of Task
- 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>

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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	45m
Overs	Option One: 20 overs per team (120 balls) Option Two: 30 overs per team (180 balls)
Batting	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 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
Bowling	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 Option Two: 30 overs All players to bowl 6 bowlers x 3 overs 3 bowlers x 4 overs
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 3/4 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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United

Determined

Excellence

Dynamic

Integrity