

# BATTING FRAMEWORK

Co-ordinate backswing & step to add pace to the ball

U10-12 U13-15 U16-U18

Score on both sides of the wicket

Score off front & back foot (drive, pull/cut)

Score through positive running between the wickets

Score on both sides of the wicket on front & back foot against pace & spin bowling

Understand contact points to strike the ball along the ground or in the air with power and control

Score through strike rotation and boundary options

Recognise/adapt to different situations/conditions and batting roles/positions

Push 2's to boundary fielders

Strike 4 & 6s with five boundary fielders (orthodox/power hitting/deflection)

Consistently score at a strike rate above 120

Adjust scoring tempo as appropriate (up & down gears, fall of wkts etc)

Attack, defend & evade fast, short-pitched bowling

Attack, defend & leave the moving ball (swing/seam/spin)

Utilise multiple scoring options off the same ball. (add, use, remove pace/strike, deflect, drop & run)

Bat for long periods to build 100+ scores and match defining partnerships

Recognise and absorb spells of high-quality bowling

Recognise opportunities to score quickly/heavily when they arise



T20

ONE-DAY

MULTI-DAY

# PACE BOWLING FRAMEWORK

	U10-12	U13-15	U16-U18
Balanced, rhythmical run-up towards the target, with no changes in direction	✓	✓	✓
At least one wicket taking threat; pace, bounce or sideways movement (seam/swing)	✓	✓	✓
Upright seam presentation, wrist behind the ball	✓	✓	✓
Execute at least two wicket taking threats; Pace, bounce, sideways movement with control of line/length, bowl into the pitch		✓	✓
Consistently bowl one side of the of the wicket. (minimise leg-side wides)		✓	✓
Create & execute plans		✓	✓
Develop variations		✓	✓
			✓
Force the batter to play one side of the wicket			✓
T20 Effectively utilise boundary fielders outside of the powerplay			✓
Utilise a range of variations to minimise predictability			✓
Be effective in at least two phases of the game (Powerplay, middle overs, death overs)			✓
ONE-DAY Execute skills consistently to right & left-hand batters			✓
Utilise flexible plans to match-up to different types of batters			✓
Change plan/field mid-over as needed			✓
Present a wicket taking threat with new and old ball			✓
MULTI-DAY 'Set-up' a batter through an over or spell & bowl multiple maiden overs			✓
Bowl up to 18 overs in a day, maintaining pace and execution of skills as well in third spell as in their first			✓



# SPIN BOWLING FRAMEWORK

	U10-12	U13-15	U16-U18
Cross seam grip	✓	✓	✓
Impart spin (revolutions) on the ball	✓	✓	✓
Utilise boundary fielders as wicket taking and boundary saving options	✓	✓	✓
Understand whole body action to increase revolutions on the ball		✓	✓
Deceive batters through the air (drift & drop) or of the pitch (break & bounce). Understand different ways to impart spin (side spin, overspin, undercut)		✓	✓
Bring the batter forward. Bowl attacking lines		✓	✓
Effective fielders off own bowling (return catches & run-outs at bowlers end)		✓	✓
Minimise predictability through variations, angles on crease, pace changes			✓
T20 Back their skills, even after being hit for 6			✓
Accept singles are a win to the bowler, minimise boundaries			✓
Threaten both edges of the bat, execute stock ball and variation consistently			✓
ONE-DAY Adapt to pitch conditions ('up and down' or 'into the pitch')			✓
Produce match changing or match-winning spells			✓
Play an effective role in the batting order			✓
Understand their role dependant on day/conditions (control/attack)			✓
MULTI-DAY Bowl extended spells (whole sessions, maintaining standards throughout)			✓
Maximise wicket taking threat for long periods with fielders/catchers in whilst minimising boundary count			✓



# FIELDING FRAMEWORK

	U10-12	U13-15	U16-U18
Want every ball (anticipation) – be ready, watch the ball & react	✓	✓	✓
Attack the ball to take catches or create run out opportunities	✓	✓	✓
'Go to ground' to stop or catch the ball	✓	✓	✓
Throw the ball with a cross-seam grip	✓	✓	✓
'Own space' covering as wide an area as possible from your position		✓	✓
'Hunt in packs' – attack, chase and back-up the stumps in pairs as a minimum		✓	✓
Develop safe throwing mechanics		✓	✓
Consistently complete flat and high catches		✓	✓
Hit the stumps consistently in the ring			✓
T20 Be aware of the boundary rope (footwork, agility, teamwork)			✓
Convert half-chances into wickets (catches/run-outs)			✓
Execute 'off ground' catches (jump, dive)			✓
ONE-DAY Deliver hard, flat throws in the ring and from the boundary			✓
Be effective in 2-3 positions (close catcher, ring, boundary)			✓
Be proactive & dynamic 'off the ball'			✓
MULTI-DAY Maintain concentration (switch on/switch off) & standards for up to 96 overs			✓
Bring energy to the fielding unit			✓
Maintain the condition of the ball for the bowlers			✓



# WICKET KEEPING FRAMEWORK

	U10-12	U13-15	U16-U18
Catch the ball consistently (large catching area), head & hands in line	✓	✓	✓
Establish a 'Z' shape posture	✓	✓	✓
Stand up to the wicket to spin bowlers	✓	✓	✓
Align to different bowlers, able to track the ball to catch consistently		✓	✓
Move sideways effectively (side-step, dive & tumble safely.)		✓	✓
Complete off-side & legside takes standing up to spinners, execute stumpings		✓	✓
Take wickets through catches, stumpings (vs spin & pace) and run outs		✓	✓
T20 Be aware of run out opportunities, running singles to keeper			✓
Be a focal point for the fielding unit, assist captain with fielder angles and depths			✓
ONE-DAY Collect good and bad throws from fielders, throw down the stumps (variety of angles)			✓
Execute diving catches in all directions (one and two handed)			✓
Play a major role in the batting order			✓
MULTI-DAY Keep wicket & maintain standards for up to 96 overs in a day			✓
Stand up to the stumps to spinners for long periods			✓

