



CLUB CRICKET AWARD

	Batting	Bowling	Fielding
Under 8s	<ul style="list-style-type: none"> • Have Correct Grip • Can Hit a ball off a tee consistently • Correct Stance & Backswing • Can Play a Front Foot Drive • Can understand boundaries 	<ul style="list-style-type: none"> • Can bowl with a straight arm to hit a large target • Can demonstrate the correct seamer's grip • Can understand 6 ball over • Can understand wides & no balls (front foot, height and double bounce) • Can understand 5 ways of getting batters out (Bowled, Stumped, Caught, Run Out, LBW) 	<ul style="list-style-type: none"> • Can catch a ball from close • Can stop a moving ball • Can catch a higher ball correctly • Can throw overarm & underarm close to target and understand which to use when • Can perform a "long barrier" • Can understand how to run a batter out • Wicketkeepers can understand where to stand for a bowler
Under 9s	<ul style="list-style-type: none"> • Can run their bat in when running • Can "back up" at the non-strikers end • Can understand off and leg side and identify it • Can Defend their Wicket • Can play a Pull Shot • Can judge a run 	<ul style="list-style-type: none"> • Can bowl with a straight arm to hit a target • Can run up to bowl in a straight line • Can understand the importance of not bowling wides/no balls • Can get into gather position using front arm correctly 	<ul style="list-style-type: none"> • Can pick up a ball open-handed in field • Can catch high & low consistently • Can "call" for a high catch • Can throw to hit the target • Can "back up" throws • Can understand the concept of fielding positions • Can understand the concept of when the ball is "dead" • Wicketkeepers (and fielders) can understand where to stand for a fielder return



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Under 10s	<ul style="list-style-type: none"> • Can "back-up" positively at the non-strikers end • Can "call" a run correctly • Can understand importance of not getting out • Can play Front & Back foot on Length • Can understand the difference between defensive and attacking batting and know when to use which • Aware of looking for overthrows 	<ul style="list-style-type: none"> • Can bowl with a straight arm to hit a target and understand the concept of line and different lengths • Can complete their action with a follow through • Can understand concept of fielding positions 	<ul style="list-style-type: none"> • Can retrieve a ball (including slide) • Can make a decision as to which end to throw in the field • Can "walk in" in the outfield / be alert in the infield • Know the names of the fielding positions • Wicketkeepers can understand how to move their feet to take a ball bowled • Wicketkeepers can catch consistently with gloves
Under 11s	<ul style="list-style-type: none"> • Can hit the ball into targets / manipulate the ball to keep the score ticking over • Can play a Back Foot Drive • Can play the Cut Shot • Can understand when to leave the ball • Can understand how to calculate run rates 	<ul style="list-style-type: none"> • Can understand the difference between defensive and attacking bowling and know when to use which • Can vary pace/flight • Can look to identify batter strengths/weaknesses 	<ul style="list-style-type: none"> • Can pick up one handed & underarm throw • Can work in pairs to retrieve the ball • Can throw from the boundary • Can intercept the ball "on the slide" • Can "attack" the ball in the field • Wicketkeepers can understand how best to take a throw from the field



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Under 12s	<ul style="list-style-type: none"> • Can use bat speed / "Explosive hands" to hit boundaries • Can strike the ball "over the top" from a solid base • Can play the Sweep & "Slog" Sweep Shot • Can "use feet" to play shots • Can play the Leg Glance 	<ul style="list-style-type: none"> • Can bowl yorkers • Can vary bowling according to the match situation • Can understand the difference between defensive and attacking fielding positions and know when to use which for their own bowling 	<ul style="list-style-type: none"> • Can catch the ball diving • Can understand attacking/defensive fielding and associated risks according to the state of the game • Wicketkeepers can stand up to the stumps and move feet correctly on off and leg side to facilitate stumpings
Under 13s	<ul style="list-style-type: none"> • Can play a "Late Cut" • Can play the Hook Shot • Can pace an innings according to match situation • Can hit low full tosses/yorkers for runs 	<ul style="list-style-type: none"> • Can bowl variations e.g. "Cross Seam", In-swing/out-swing, Googlies, Arm balls • Can understand how to bowl "at the death" • Can set their own field 	<ul style="list-style-type: none"> • Can catch diving forwards • Can "back up" in pairs • Can perform a "roll over interception" • Can stop a 6 and flick back for a catch • Wicketkeepers can help captains to analyze the game/batters