

JUNIOR FORMATS



NZC's Junior Cricket accommodates different ages and stages with the objective of making the game more accessible for Kiwi kids.

This means shorter pitch lengths, fewer player numbers, shortened boundaries and appropriately sized bats and balls. More action, more running, more balls in play; less wides, more fun!

<h2>SUPERSTAR CRICKET ACADEMY</h2> 	<h2>SUPERSTAR CRICKET</h2> 	<h2>PRIMARY</h2> 	<h2>INTERMEDIATE</h2> 	<h2>DISTRICT</h2> 
Learning the skills	Pitch 10-14M	Pitch 16M	Pitch 18M	Pitch 18M
Warm-up games	Players 8	Players 8	Players 9	Players 9
Batting skills and games	Overs 8-16	Overs 20 MAX	Overs 30 MAX	Overs 40 MAX
Bowling skills and games	Boundaries 30-40M	Boundaries 35M	Boundaries 40M	Boundaries 45M
Fielding skills and games	Dismissals NONE* <small>*Bat out your overs as a pair – Pairs cricket rules apply. 5 ways to get out;</small> <ul style="list-style-type: none"> - Bowled - Caught - Hit Wicket - Stumped - Run out 	Dismissals NONE* <small>*Bat out your 5 overs as a pair. Associations can introduce penalties for dismissals if required. LBW'S – No</small>	Dismissals ALL* <small>*Minimum number of balls - 6 (from there on All dismissals apply). Compulsory retirement - 30 balls. Associations can introduce penalties for dismissals if required.</small>	Dismissals ALL* <small>*Compulsory retirement - 30 balls</small>
Modified team games	Equipment Modified ball (Incredi/soft)	Equipment 142g two piece ball Mandatory helmets	Equipment 142g two piece ball Mandatory helmets	Equipment 142g two piece ball Mandatory helmets
5-10 YEAR OLDS	5-12 YEAR OLDS	YEAR 5-6	YEAR 7-8	YEAR 7-8