

MSW Stage Overview

STAGE	Cricket Blast		Stage 1			Stage 2		Stage 3		
	Junior Blasters	Master Blasters	Stage 1 Introduction	Stage 1 Development	Stage 1 Advanced	Stage 2 Flag	Stage 2 Medallion	Stage 3 Shield	Stage 3 Plate	Stage 3 Cup
Name										
Age Range	5 - 8	7 - 9	8-10	8-10	9-11	10-12	11-13	12-13	14-15	16-17
Age Guide	5 - 8	7 - 9	U10	U10	U10	U11	U12	U13-U14	U15-U16	U17-U18
Divisions	NA	NA	Super 7s	1) Development Blue 2) Development Red 3) Development White	1) Advanced Blue 2) Advanced Red 3) Advanced White	1) MSW Flag 2) MSW Flag Development 3) Flag Introduction	1) MSW Medallion 2) MSW Medallion Development 3) Medallion Introduction	1) MSW Shield (U14) 2) MSW Shield Development (U13) 3) Shield Introduction (U13-U14)	1) MSW Plate 2) MSW Plate Development	1) MSW Cup 2) MSW Cup Development
Pitch Length	NA	14m	14m 16m		16m	18m	18m	20m	20m	20m
Number of Players	NA	6	7	7	7	9	9	11	11	11
Boundary (can be adjusted for conditions)	NA	30m	30m max from batters stumps	35m max from batters stumps	40m max from batters stumps	45m from middle of pitch (can be measured from one end)	45m from middle of pitch (can be measured from one end)	50m from middle of pitch	60m from middle of pitch	60m from middle of pitch
Overs per team	NA	16	20	20	20	30	30	30	1) MSW Plate 2 days - 55 per team 2) Plate Development - 30	1) MSW Cup 2 days - 70 per team 2) Cup Development - 30
Time (mins)	60 mins	60-90 mins	120 mins	120 mins	120mins	180-210 mins	180-210 mins	180-210 mins	180-210 mins	300mins
Pitch Surface	NA	Grass Oval	Synthetic / Flix Pitch	Synthetic	Synthetic	Synthetic	Synthetic	Synthetic and Turf	Synthetic and Turf	Turf
LBW Rule	N/A	No LBW	No LBW	No LBW	No LBW	LBW after 1 warning	LBW after 1 warning	LBW rule applies. Batting team umpires	LBW rule applies. Batting team umpires	LBW rule applies. Batting team umpires
Retirement (may return in Stages 2/3)	N/A	Pairs	17 balls (unlimited outs)	17 balls (unlimited outs)	17 balls (unlimited outs)	15min / 40 max balls	15min / 40 max balls	15min / 50 max balls	25min / 75 max balls or 100 runs (whichever earlier)	100 runs
Bowling End	NA	One end	One end	One end	One end	Change at half (can stay at one end)	Change at half (can stay at one end)	Option to bowl blocks of overs at one end, as agreed by the two teams	Option to bowl blocks of overs at one end, as agreed by the two teams	Change each over
Ball Size	Kanga	Soft	Safety Ball 105g	Safety Ball 105g	Safety Ball 125-130g	Leather Ball 142g	Leather Ball 142g	Leather Ball; 4 piece 156g Red (male) 142g (female)	Leather Ball; 4 piece 156g Red (male) 142g (female)	Leather Ball; 4 piece 156g Red (male) 142g (female)
Focus	Learning the skills	Playing modified games	Playing the game	Playing the game	Playing the game	Playing & competing	Playing & competing	Playing & competing	Playing & competing	Playing & competing
Skill Development	Cricket activities designed based on fundamental movement skill competencies	Entry Level format designed to develop game based cricket skills	Skills Scorecard 1	Skills Scorecard 1	Skills Scorecard 1	Skills Scorecard 2	Skills Scorecard 2	Skills Scorecard 3	Skills Scorecard 3	Skills Scorecard 3

How We play

STAGE	Cricket Blast		Stage 1			Stage 2		Stage 3		
	Junior Blasters	Master Blasters	Stage 1 Introduction	Stage 1 Development	Stage 1 Advanced	Stage 2 Flag	Stage 2 Medallion	Stage 3 Shield, Plate Dev, Cup Dev	Stage 3 Plate	Stage 3 Cup
Selection						Teams are picked on equal ability and hence there should be equal opportunity (not outcome)			Teams are picked on equal ability and hence there should be equal opportunity (not outcome)	
General			All players bat and bowl			There are to be no set batting or bowling orders				
Batting			Batting order is rotated every game so all players try each position			All players bat in the top 6 every second week				
Bowling			Bowling order is rotated every week			Batters retire at 25 balls or 30 balls if 40+ runs			Batting order is selected by coach and does not need to rotate	
			Option 1: Bowlers bowl 1 over and rotate field positions			All bowlers bowl a min of 2 overs			Bowling order is selected by coach and does not need to rotate	
			Option 2: Bowlers bowl 2 over spells			All bowlers bowl in the first 12 overs every second week				
Wicket Keepers			Wicket keepers are changed each week (2 per week) - if applicable			Wicketkeeper becomes a specialist role but it is recommended to give a second keeper a go in case the normal keeper is not available			Wicketkeeper is a specialist position	
Captains						Captains: A team can rotate the captaincy each week or drinks break. At Shield (IDS) designated captains can be appointed but there must be a minimum of 2 captains per team.			Captain is appointed by Coach	

Grading Guidelines

STAGE	Cricket Blast		Stage 1			Stage 2		Stage 3		
	Junior Blasters	Master Blasters	Stage 1 Introduction	Stage 1 Development	Stage 1 Advanced	Stage 2 Flag	Stage 2 Medallion	Stage 3 Shield	Stage 3 Plate	Stage 3 Cup
Name										
			Experience in Master Blasters	Experienced at Introduction level	Played Stage 1 Development cricket to competent level	Flag Introduction: Played Stage 1 cricket to competent level	Medallion Introduction: Played Stage 2 Flag cricket to competent level	Shield Introduction: Played Stage 2 Medallion cricket to competent level		
			Can bowl with a straight arm most of the time	Can bowl with a straight arm majority of the time	Can bowl with a straight arm	Can bowl with a straight arm	Can bowl with a straight arm	Aimed at players in the age guidance who are not rep standard		
			Can land 3/6 on the pitch and bounce max twice before batter	Can land 4/6 on the pitch and bounce max twice before batter	Can land 5/6 on the pitch and bounce max twice before batter	Can land 4/6 on the pitch and bounce max twice before batter	Can land 4/6 on the pitch and bounce no more than twice before batter			
				Knows where to stand at batting end/how to hold bat	Knows batter stance/how to hold bat and some ability to hit the ball both sides of the wicket	Knows batter stance/how to hold bat and some ability to hit the ball both sides of the wicket	Knows batter stance/how to hold bat and some ability to hit the ball both sides of the wicket	Ability to hit the ball both sides of the wicket with a vertical and horizontal bat		
				Some idea of running between wickets	Good idea of running between wickets	Some idea of running between wickets	Understands running between wickets	Knows running between wickets		
				Some idea of field positions/game awareness	Good idea of field positions/game awareness	Some idea of field positions/game awareness	Good idea of field positions/game awareness	Good idea of field positions/game awareness		
					Can consistently throw 20m underarm on the full	Can throw 30m overarm on the full	Can throw 30m overarm on the full	Can throw 30m overarm on the full		

					Can consistently catch a ball hit/thrown from 20m	Can catch a ball hit/thrown from 30m	Can catch a ball hit/thrown from 30m	Can catch a ball hit/thrown from 30m	Can catch a ball hit/thrown from 30m		
						Flag Development:	Medallion Development:	Shield Development:	Plate Development:	Cup Development:	
						Played Stage 1 cricket to high level	Played Stage 2 Flag cricket to high level	Premier U13 competition	Played Stage 3 Plate cricket to a competent level but not selected for any Plate teams	Played Stage 3 cricket to a competent level but not selected for Cup teams	
						Can bowl with a straight arm	Can bowl with a straight arm	Played Stage 2 Medallion cricket to a high level or 1 season of stage 3 cricket		Must be attending school	
						Can land 5/6 on the pitch and bounce max twice before batter	Can land 5/6 on the pitch and bounce once and no more than twice before batter	Aimed at U13 MSW State & Development rep player standard in coming season		Players selected in MSW Cup or Tavs teams that weekend are ineligible to play	
						Knows batter stance/how to hold bat with the ability to hit the ball both sides of the wicket	Regularly hits the ball both sides of the wicket with verticle and horizontal bat	Consistently hits the ball both sides of the wicket with verticle and horizontal bat	Regularly hits the ball both sides of the wicket with verticle and horizontal bat	Tavs players not playing that weekend are able to play	
						Good idea of running between wickets	Understanding of running between wickets	Knows running between wickets	Knows running between wickets	Regularly hits the ball both sides of the wicket with verticle and horizontal bat	
						Good idea of field positions/game awareness	Good idea of field positions/game awareness	Strong knowledge of field positions/game awareness	Strong knowledge of field positions/game awareness	Knows running between wickets	
						Can regularly throw 30m overarm on the full	Can regularly throw 30m overarm on the full	Can regularly throw 40m overarm on the full	Can regularly throw 40m overarm on the full	Strong knowledge of field positions/game awareness	
						Can regularly catch a ball hit/thrown from 30m	Can regularly catch a ball hit/thrown from 30m	Can regularly catch a ball hit/thrown from 40m	Can regularly catch a ball hit/thrown from 40m	Can regularly throw 40m overarm on the full	
										Can regularly catch a ball hit/thrown from 40m	
						Flag:	Medallion:	Shield:	Plate:	Cup:	
						Played stage 1 adv to a high level or 1 yr of stage 2	Played stage 2 Flag to a very high level or 1 yr of stage 2 Medallion	Premier U14 competition	Premier U16 competition outside of Tavs	Premier U18 competition	
						Aimed at U11 players in MSW u12 rep cricket	Aimed at U12 MSW State and Develop rep standard in cominh season	Played at least one season of Stage 3 cricket at a very high level	Players trialling but unable to make Tavs squads consistently	Aimed at players who have had Tavs experience or similar	
						Can bowl with a straight arm		Aimed at U14 MSW State & Development rep player standard in coming season		Focus on comp to prepare driven players for Grade	
						Can land 5/6 on the pitch and bounce once before batter	Can land 6/6 on the pitch and bounce once before batter	Can land 6/6 on the pitch and bounce once before batter		Must be attending school	
						Ability to hit the ball both sides of the wicket with verticle and horizontal bat	Consistently hits the ball both sides of the wicket with verticle and horizontal bat	Consistently hits the ball both sides of the wicket with verticle and horizontal bat	Consistently hits the ball both sides of the wicket with verticle and horizontal bat	Consistently hits the ball both sides of the wicket with verticle and horizontal bat	
						Knows running between wickets	Knows running between wickets	Strong knowledge of running between wickets	Strong knowledge of running between wickets	Strong knowledge of running between wickets	
						Good idea of field positions/game awareness	Strong knowledge of field positions/game awareness	Strong knowledge of field positions/game awareness	Strong knowledge of field positions/game awareness	Strong knowledge of field positions/game awareness	
						Can consistently throw 30m overarm on the full	Can consistently throw 40m overarm on the full	Can regularly throw 40m overarm on the full	Can regularly throw 50m overarm on the full	Can regularly throw 60m overarm on the full	
						Can consistently catch a ball hit/thrown from 30m	Can consistently catch a ball hit/thrown from 40m	Can regularly catch a ball hit/thrown from 40m	Can regularly catch a ball hit/thrown from 50m	Can regularly catch a ball hit/thrown from 60m	