



UQCC JUNIOR CRICKET - "How We Play" Framework

STAGE	Stage 1			Stage 2		Stage 3		
	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 incase 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		