



## Match Day Menu

*The aim of these 'suggestions' is to make Junior cricket more inclusive, add levels of engagement that otherwise may not be there and ensure that all players, irrespective of ability or experience are given an opportunity to embrace, enjoy, and be challenged within the game. None of these suggestions are mandatory, nor need to be added to any game throughout the season but if both sides agree to add one or more of the suggestions below, or anything else they both feel is appropriate, the League is encouraging of this being done in order to enhance and shake up the way Junior age group cricket is delivered to all young people across the County.*

### Free Hits

In the pre-match discussion, both sides agree on a consecutive block of 3-overs for each innings where the 1<sup>st</sup> ball of each over is a 'free hit'. On that ball the batter can only be out run out. If the ball is a wide or no-ball, the free hit rolls over to the next ball.

*Or...*

In the pre-match discussion, both sides agree on 1-over from each innings being the designated '**free hit frenzy**' over, during which all 6-balls are 'free hits' and the batters can only be out run out on any ball.

*Or...*

In the pre-match discussion, it can be agreed that all no-balls bowled throughout the game result in the next legal ball being a 'free hit'. This would include front foot no-balls, waist high no-balls, more than 3 fielders behind square on the leg-side no-balls and the ball bouncing more times than allowed (*which differs depending on the age group*)

### Batting/bowling orders

Players batting at numbers 9, 10 and 11 in the order receive 2-lives and their first wicket lost is recorded as a dot ball and they carry on batting.

*Or...*

Before the game, all players' names are put into a hat, and the batting order is drawn out by the opposition captain to give the 1-11 batting order. The batting team captain may then make one change to the order.

*Or...*

If a player bats in the Top 4, they are not allowed to bowl more than 2-overs when their side fields. If a side fields first, any player bowling more than 2-overs may not then bat in the Top 4 when their side comes to bat.

### Power Play

In the first 5-overs of each innings, the fielders must have no less than 5 fielders on the boundary as the bowler delivers the ball.

*Or...*

The batting team captain at any point in their innings may call for the '**batting power play**'. This must be done prior to the 1<sup>st</sup> ball of the over being bowled and once called can't be changed, albeit the bowling side may then change their choice of bowler. In this 1-over all runs and extras are doubled and credited as they ordinarily would. The captain may not use the power play in the final over of the innings.

*Or...*

All runs scored off the bat in the first 4-overs of each innings are doubled.

### Boundary Set Up

The ECB recommended boundary size for age group cricket is below.

- U9 – 30m
- U10 – 35m
- U11 – 35m for softball
- U11 – 40m for hardball
- U12 & U13 girls – 45m
- U12 & U13 mixed sex – 50m
- U14 & U15 girls – 50m
- U14 & U15 mixed sex – 55m
- U16 upwards girls – 55m
- U16 upwards mixed sex – 60m

Don't be afraid to change the shape/dimensions of the boundary so one side is longer than that other, which will encourage different game play and a focus on running between the wickets in certain areas and/or boundary options in certain places, as well as bowling to a plan and field setting.

### Wides and No-balls

The League rules give the default position for wides and no-balls but agreeing to play '**normal**' rules with extra balls being bowled or strict leg-side wides is an option if both sides agree. **This would be more suitable for the older age groups.**