

AUSTRALIAN CRICKET JUNIOR FORMATS

MATCH MANAGEMENT TIPS

WAYS FOR COACHES TO KEEP YOUR GAME MOVING AND FINISHING ON TIME

- 1 Complete your team-sheet the night before the game.
- 2 Set up team marquees close to the boundary.
- 3 Make sure the scorers are sitting under shade and close to the boundary to assist with player names and advising ball counts.
- 4 Involve parent volunteers to assist with marking boundaries, crease lines and shade shelters, leaving the coach to work with their team running warm-ups etc.
- 5 Add a chalk line to mark 'centre' at the striker's end as a reference point for batters, this means batters won't need to continually mark centre.
- 6 Have all upcoming batters padded up and ready to go. The next batter in should have helmet and gloves on.
- 7 Rotate fielders with the next bowler fielding nearest to the bowler's end
- 8 Encourage fielders to jog between positions ready for the next over.
- 9 When rotating extra players onto the field, swap them with the bowler who just finished their over.
- 10 Swap wicket-keepers during a drink break.
- 11 Place team drinks and water bottles together in a carry tray near the boundary.
- 12 The central umpire is the critical driver of the game, the time it is played in and the spirit in which it is played.



JUNIOR CRICKET 1



JUNIOR CRICKET 2



JUNIOR CRICKET 3