

Stage 1 Transition Competition



A modification to the existing Australian Junior
Cricket Pathway to enhance retention



Stage 1 Transition Format

Grade
Name

Stage 1 Transition

Target
Market

Boys and Girls aged 7-9 who have already played multiple seasons of Cricket Blast and are ready for their next step, but are too young for Stage 1 (based on indicative age).

Purpose

To increase the likelihood of retaining participants within the target market by providing a customer-centric offering to bridge the gap between Cricket Blast and Junior Cricket.

Format/
Rules

Cricket Blast ‘Competition’ rules

- 6-a-side (max. 8 players)
- 12 overs per team
 - Adjust if more than 6 players per team i.e., if there are 8 players per team, games may be extended to max. 16 overs per team
- 14m pitch (can adjust to skill level of bowler) and 30 - 40m boundary
 - Any surface may be used as the pitch, provided ball bounce is consistent and safe

Bowling & Fielding

- Bowl overs from one end – wides and no-balls not re-bowled
- All players to bowl a minimum of 2 overs
- Fielding team to rotate positions in a circular fashion after each over. Must use minimum 2 Wicket Keepers.
- No fielders within 10m of Batter until ball is hit
- Fielding team receives 5 bonus runs per wicket

Format/
Rules
Cont.

Equipment

Batting

- Bat in pairs for 4 overs (face 12 balls each – monitored by the umpires)
- Batters swap ends when dismissed and at end of over, or if a Batter faces 3 balls in a row
 - Unlimited dismissals
- No LBW
- *Optional:* Batting Tees for ‘free hits’

Stage 1 Protective Equipment

- Helmet (Batting & keeping)
- Pads
- Gloves
- Protector (if required)
- Modified synthetic ball (circumference 21-22.5cm, ideal weight 120-140g)

Match Equipment

- 2 sets of portable stumps with bails (‘Zing bails’ to be used where possible)
- Measuring tape to measure pitch and boundary
- Boundary markers
- Chalk or tape to mark the crease (paint can be used if playing on an outfield)
- *Optional:* Bluetooth speaker to help the game feel more like the Big Bash!
- Maximum 6–8-week competitions, 90 mins per game
- ‘Split Seasons’ are suggested (i.e., Term 4 and Term 1)

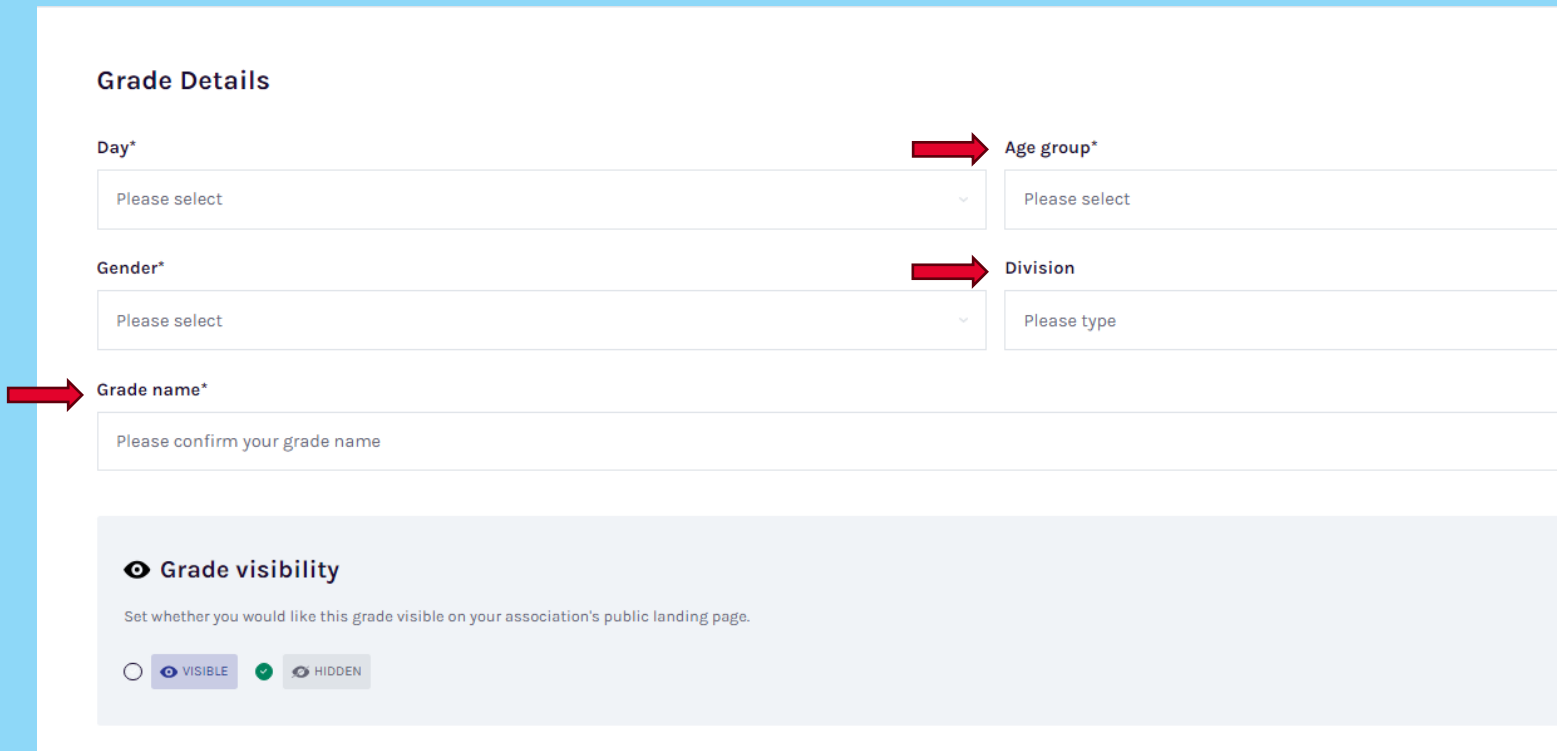
Either by Associations, or by Cricket NSW as part of the Competition Administration Support Program.
Participant cost to be determined by Association and Clubs based on local need (NRF will be charged per participant). Cricket Blast must also be offered in addition to Stage 1 Transition Competitions to capture new participants in this age group.

Duration



Delivery

PlayHQ Set Up Guide



Set up through 'Competition Management' on PlayHQ




Grade Details

Day*  **Age group*** 

Please select Please select

Gender*  **Division** 

Please select Please type

 **Grade name***

Please confirm your grade name

Grade visibility

Set whether you would like this grade visible on your association's public landing page.

☐ ☒ VISIBLE ☐ HIDDEN

Step 1:

Set the competition 'Age group' field to: 'U9'

Step 2:

Set the 'Division' field as: 'Stage 1 Transition'

Step 3

Confirm 'Grade Name' field reads as: 'Stage 1 Transition'

- This will trigger the public facing name on playcricket.com.au to show as: Stage 1 Transition*

Following the above process will allow accurate reporting and insights which can inform future planning of Clubs & Associations. Reporting will be tagged to the fields above, so it is essential that these fields are filled out correctly.