

MARIST COLLEGE ASHGROVE CRICKET PARTICIPATION MODEL

Marist College Ashgrove encourages boys of all levels of experience and abilities to be involved in the game of cricket. We strive to ensure that all boys develop a sense of belonging and passion for playing cricket at Marist that results in them working hard to reach the highest level possible for them. Marist College Ashgrove cricket endeavours to ensure that all players embrace the potential to develop new friendships and build a lifelong love of the game, whilst also promoting the importance of physical activity.

Cricket is a unique sport in that its very nature does not always allow for “maximum participation”. However, the breakdown below will aim to articulate what level of involvement players in each team/age group should expect to receive in ideal circumstances.

Marist College Ashgrove Cricket teams will be broken down into four “Age Specific Participation Phases”. This framework will provide practical guidelines in relation to what coaches need to work towards in relation to participation as well as the expectation of participants and families.

AGE SPECIFIC PARTICIPATION PHASES



PERFORMANCE

DEVELOPMENT

DISCOVERY

SOCIAL

Performance Phase

In this phase, players are expected to take greater responsibility for their own personal development. Whilst participating and enjoyment are still important, winning the game and scoreboard results become an equal focus. It is expected that the team will be relatively stable in terms of Batting and Bowling line ups as players are generally specialists in a certain discipline (Batsman/Bowler/All-Rounder), are acutely aware of their roll in the team and that is the level of participation they should expect during games. Obviously, this has the capacity and flexibility to change when the opportunity presents.

Development Phase

Players receive opportunities to develop/refine the skills of the game in a holistic fashion. In most cases, effort will be made to expose players to a variety of roles with in the team. However, there will be instances (especially in 7A/8A teams) where players may begin to specialise in a certain discipline (Batsman/Bowler) and they begin demonstrating a preference towards that skill. The player's roll in the team may reflect that. The focus in this phases is still on participation whilst also honing a player's skillset and being competitive by aiming to win matches.

Discovery Phase

Players are afforded the opportunity to develop their skills in all facets of the game with the objective of developing a lifelong love of cricket. Players are introduced to structured training & playing conditions with an emphasis on maximum participation and enjoyment. The batting and bowling order will be managed each week to ensure all players have the opportunity to contribute. Should a player miss out on batting or bowling in a game, they will be positioned to ensure they receive the opportunity to do so in the following game (if desired by the player).

Social Phase

Players participate to purely to enjoy themselves with their friends. Coaches to manage individual participation on a case by case basis but will maintain regular ongoing correspondence between players on an individual basis and coaches to ensure they are comfortable with their level of participation and contribution to games.

Age Specific Participation Phase	Performance	Development	Social	Discovery
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	A / 1sts / 2nds	B / 3rds	C / 4ths	D / 5ths	E / 6ths
Year 5	Development	Discovery	Discovery	Discovery	Discovery
Year 6	Development	Discovery	Discovery	Discovery	Discovery
Year 7	Development	Development	Discovery	Social	Social
Year 8	Development	Development	Discovery	Social	Social
Year 9	Performance	Development	Discovery	Social	Social
Year 10	Performance	Development	Social	Social	Social
Open	Performance	Social	Social	Social	Social

Year	Grade	Phase	Overs	Match Ball	Pitch	Batting Order	Bowling Order	Bowling Minimum Overs	Bowling Maximum Overs	Bowling Maximum Balls in an Over	Fielding Positions	Wicket Keeper	Usual Game Time	Boundary	Pitch Length
Year 5	A	Development	25	KD Knight 142G	Turf/Syn	Rotate	Rotate	2	3	8	Rotate	CCD	Morning	45m	18m
	B	Development	25	KD Knight 142G	Turf/Syn	Rotate	Rotate	2	3	8	Rotate	Rotate	Morning	45m	18m
	C	Discovery	20	KD Rapid 105G	Turf/Syn	Rotate	Rotate	2	3	8	Rotate	Rotate	Morning	45m	18m
	D	Discovery	20	KD Rapid 105G	Turf/Syn	Rotate	Rotate	2	3	8	Rotate	Rotate	Morning	45m	18m
	E	Discovery	20	KD Rapid 105G	Turf/Syn	Rotate	Rotate	2	3	8	Rotate	Rotate	Morning	45m	18m
Year 6	A	Development	25	KD Knight 142G	Turf/Syn	Rotate	Rotate	2	3	8	Rotate	CCD	Morning	45m	18m
	B	Development	25	KD Knight 142G	Turf/Syn	Rotate	Rotate	2	3	8	Rotate	Rotate	Morning	45m	18m
	C	Discovery	20	KD Knight 142G	Turf/Syn	Rotate	Rotate	2	3	8	Rotate	Rotate	Morning	45m	18m
	D	Discovery	20	KD Knight 142G	Turf/Syn	Rotate	Rotate	2	3	8	Rotate	Rotate	Morning	45m	18m
	E	Discovery	20	KD Knight 142G	Turf/Syn	Rotate	Rotate	2	3	8	Rotate	Rotate	Morning	45m	18m
Year 7	A	Development	30	KD Knight 142G	Turf	Rotate	Rotate	N/A	6	8	CCD	CCD	Afternoon	50m	20.1m
	B	Development	30	KD Knight 142G	Turf	Rotate	Rotate	N/A	6	8	CCD	CCD	Afternoon	50m	20.1m
	C	Discovery	20	KD Knight 142G	Turf/Syn	Rotate	Rotate	2	4	8	Rotate	Rotate	Afternoon	50m	18m
	D	Social	20	KD Knight 142G	Turf/Syn	Rotate	Rotate	2	4	8	CCD	CCD	Variable	50m	18m
	E	Social	20	KD Knight 142G	Turf/Syn	Rotate	Rotate	2	4	8	CCD	CCD	Variable	50m	18m
Year 8	A	Development	30	KD Precision 156G	Turf	Rotate	Rotate	N/A	6	8	CCD	CCD	Afternoon	50m	20.1m
	B	Development	30	KD Knight 156G	Turf	Rotate	Rotate	N/A	6	8	CCD	CCD	Afternoon	50m	20.1m
	C	Discovery	20	KD Knight 156G	Turf/Syn	Rotate	Rotate	2	4	8	CCD	Rotate	Afternoon	50m	20.1m
	D	Social	20	KD Knight 156G	Turf/Syn	Rotate	Rotate	2	4	8	CCD	CCD	Variable	50m	20.1m
	E	Social	20	KD Knight 156G	Turf/Syn	Rotate	Rotate	2	4	8	CCD	CCD	Variable	50m	20.1m
Year 9	A	Performance	35	KD Precision 156G	Turf	CCD	CCD	N/A	7	8	CCD	CCD	Morning	50m	20.1m
	B	Development	35	KD Knight 156G	Turf	Rotate	Rotate	N/A	7	8	CCD	CCD	Morning	50m	20.1m
	C	Discovery	20	KD Knight 156G	Turf/Syn	Rotate	Rotate	2	4	8	CCD	CCD	Morning	50m	20.1m
	D	Social	20	KD Knight 156G	Turf/Syn	Rotate	Rotate	2	4	8	CCD	CCD	Variable	50m	20.1m
	E	Social	20	KD Knight 156G	Turf/Syn	Rotate	Rotate	2	4	8	CCD	CCD	Variable	50m	20.1m
Year 10	A	Performance	35	KD Precision 156G	Turf	CCD	CCD	N/A	7	8	CCD	CCD	Morning	50m	20.1m
	B	Development	35	KD Knight 156G	Turf	Rotate	Rotate	N/A	7	8	CCD	CCD	Morning	50m	20.1m
	C	Social	20	KD Knight 156G	Turf/Syn	CCD	CCD	N/A	4	8	CCD	CCD	Morning	50m	20.1m
	D	Social	20	KD Knight 156G	Turf/Syn	CCD	CCD	N/A	4	8	CCD	CCD	Variable	50m	20.1m
	E	Social	20	KD Knight 156G	Turf/Syn	CCD	CCD	N/A	4	8	CCD	CCD	Variable	50m	20.1m
Open	First XI	Performance	50	Club Match 156G	Turf	CCD	CCD	N/A	10	N/A	CCD	CCD	All Day	75m/60m	20.1m
	Second XI	Performance	35	KD Precision 156G	Turf	CCD	CCD	N/A	7	8	CCD	CCD	Afternoon	50-60m	20.1m
	Third XI	Social	20	KD Knight 156G	Turf/Syn	CCD	CCD	N/A	4	8	CCD	CCD	Afternoon	50-60m	20.1m
	Fourth XI	Social	20	KD Knight 156G	Turf/Syn	CCD	CCD	N/A	4	8	CCD	CCD	Afternoon	50-60m	20.1m
	Fifth XI	Social	20	KD Knight 156G	Turf/Syn	CCD	CCD	N/A	4	8	CCD	CCD	Afternoon	50-60m	20.1m

KEY

CCD - COACH and/or CAPTAIN Discretion (The Coach/Captain will make decisions in this regard). In Social matches, the Coach and Captain will make decisions with some consideration of the desires of the players involved as some may not wish to bat or bowl.

ROTATE - Players will be rotated in these roles both during each game and week to week where reasonable.

N/A - Not applicable in this team