

Junior Player Management Policy

This document outlines what Melton Centrals Cricket Club aims to achieve for each age group within Juniors, and gives the framework that will be used by on-field volunteers involved in each age group to ensure aims of each group are met and that each player is given the appropriate opportunities to actively participate and enjoy their cricket. Finally, the policy outlines how the club will manage and facilitate the transition of players from each age group, right from the Milo "Have-A-Go", through each competitive junior age group, and then into the Senior teams of the club and beyond.

The policy also supports and is written in line with the club's "Occupational Health and Safety" and "Risk Management" policies, both of which are available for download from the club website www.meltoncentrals.com.au.

It should be noted that this policy works in conjunction with the "Juniors Code of Conduct" and any other relevant club policy.

Therefore, should a player break the "Juniors Code of Conduct", participation may be restricted as a consequence, meaning that the guidelines in this policy no longer apply until the consequence from breaking the "Juniors Code of Conduct" is completed.



Aims of each Age Group

Milo Have-A-Go:

- This age group is all about fun and being introduced to the game of cricket. Each clinic is built to teach skills, but do so in a fun and enjoyment oriented environment.
- In terms of material covered, this age group has the sole aim of introducing players to the basic skills of cricket, such as (but not limited to): holding the bat correctly, getting the bowling action correct, and getting in correct position to field the ball.
- This clinic is designed each week to keep all participants active at all times during a particular clinic session. Drills and Skills are designed so that all participants are practicing skills for as much time in the session as possible.

Under 12:

- This age group is all about maximum participation and fun and enjoyment, but in a more team based environment.
- Players are exposed to what it is like to be in a team and having to train and play like one, and are introduced to the skills required of players to do this successfully. This is opposed to being in the "Milo Have-A-Go" program, which focused purely on cricket skills.
- Players are also introduced to more advanced cricket skills than in the "Milo Have-A-Go" program, but focus remains on correct technique with bat and ball, and in the field.



Under 14:

- This age group is a continuation from the Under 12s, in that maximum participation and enjoyment remain the primary focus.
- Players continue to work on fundamental cricket and teamwork skills acquired in their Under 12s career.
- It is expected that in the latter half of a player's time in this age group will begin to find out where they are best in terms of skills. However, if this isn't the case, it will not effect the player's treatment or effort made to develop them.

Under 16:

- This age group is where players begin to branch out and find where their best skills lay. The focus in this age group is more toward scoreboard results than in Under 12s and 14s, to the point where enjoyment of playing the game and scoreboard results are equal in focus.
- Training reflects a more senior/adult model, with skills and drill focused more on refining skills developed right through "Milo Have-A-Go", Under 12s and then Under 14s. Thus, training is a primary avenue to prepare players for the expectations and requirements they will have placed on them when they move into senior cricket.



Participation Management

This section details guidelines that ensure that all players get as much of an equal opportunity to actively participate in their games as possible as compared to their team-mates.

Milo Have-A-Go:

• All participants will have an opportunity to complete all drills undertaken in a session, as well as participate in any games. It is expected that all participants will have as close to an equal amount of participation in any given clinic/session.

Under 12:

- No player may bowl more than 2 overs before as many players as eligible to bowl as determined by league rules have bowled 2 overs.
- Should a player miss out on a bat or bowl in a game, they will be no lower than number 6 in the relevant order, or as high as possible otherwise (if more than 6 players miss out on a given week), the next week. The exact position they will bat will be determined on a case-by-case basis by the team coaches.
- Players will rotate turns to be 12th, 13th or 14th man (should there be that many players available for a game). No player will be such a designated player until all other players on the team list have had a turn.



Under 14:

- Should a player miss out on a bat or bowl in a game, they will be no lower than number 6 in the relevant order, or as high as possible otherwise (if more than 6 players miss out on a given week), the next week. The exact position they will bat will be determined on a case-by-case basis by the team coaches.
- Players will rotate turns to be 12th, 13th or 14th man (should there be that many players available for a game). No player will be such a designated player twice until all other players on the team list have had a turn.

Under 16:

- It is expected that at this age group, the team will be relatively stable in terms of batting and bowling line-ups. However, each player will bat and/or bowl in at least every second game.
- Players will rotate turns to be 12th, 13th or 14th man (should there be that many players available for a game). No player will be such a designated player twice until all other players on the team list have had a turn.



Transition Pathway Policy: from "Milo Have-A-Go" to Senior Cricket

Having our Junior players participate at a level where their skills can cope and they can enjoy their cricket is of most critical importance to having the players at the club be happy playing cricket and being a part of the club. Therefore, it is important that the club has a framework in place to ensure that all players move up the Junior ladder toward successful senior cricket careers only when they are ready to do so. This is where the "Transition Pathway Policy" comes into effect. The following outlines how the club will manage players' transition from stage to stage.

- All Players will be registered and allocated to play in a team in their age group when they first register to play in a particular season.
 - Should a player be under the age of 12, they are eligible to play in either the "Milo Have-A-Go" or in an Under 12 team. Where they play will be decided via a "skills assessment" conducted by the Junior Development Officer (JDO) or other appointed official (appointed by the JDO).
- Should a player want to play in the next age group up from their current one, they may request for a "skills assessment" to take place.

 This assessment will be conducted by the JDO, and one other coach (either from their current age group or the next age group up), or other delegated officials (as determined by the JDO).
 - The result of the assessment can be "ready to move up" or "not ready to move up".



- The assessments are "rolling", in that a player's assessment can be changed at any time depending on form and development of the player. In any case, the JDO and coaches (or other delegated officials) will give the player a goal to work toward to ensure they move up to "ready to move up" or maintain their status as "ready to move up". Any result is ultimately determined by the JDO.
- Should the player be assessed as "ready to move up", the player will be placed on an "emergency list", which coaches or selection officials can use to fill a spot in a team should the team be short. For example, an Under 12 player assessed as "ready to move up" can move up to Under 14s to fill in, provided no other Under 14 players are available. This list will be constantly updated during the season, to accommodate results from "skills assessments".
 - o Club coaches, Junior or Senior, can only use players on the relevant "emergency list" to fill teams.
 - Players can only go on the "emergency list" for their immediately next highest age group, no higher. For example, an Under 12 player can not go on the "emergency list" for Under 16s. The one exception to this is that Under 14s may play seniors, but only after extensive consultation between the Senior Coordinator, Senior Coach, and Junior Development Officer. This consultation should include ensuring that relevant selection processes for including juniors in senior teams (as agreed on from time to time) have been followed.
 - Before any player is placed on the "emergency list" for the next highest age group, the matter will be discussed between the
 JDO (or other appointed officials), the player and the player's parents/guardians.