

# ALL ABILITIES CRICKET



**REBECCA GILLETT**

[RGILLETT@CANTERBURYCRICKET.ORG.NZ](mailto:RGILLETT@CANTERBURYCRICKET.ORG.NZ)

# ALL ABILITIES CRICKET OVERVIEW



## WHAT IS ALL ABILITIES CRICKET ?

All Abilities Cricket is an inclusive cricket programme for young people with a disability. Sessions are activity based, held once a week for 60 minutes on a Sunday morning during Terms 4 and 1, at the Sir Richard Hadlee Sports Centre. The programme is run by the CCA community team, with support from the Halberg Foundation.

## OBJECTIVES

Canterbury Cricket's vision is 'A Game for All, A Game for Life'.

We are undergoing significant work to diversify cricket, providing opportunities for people with a disability to participate is key.

The All Abilities hub aims to break down barriers to participation in traditional cricket, which is often viewed as a technical sport, by providing a free, have a go programme at an accessible facility (indoors, parking available). The activators are equipped with skills and knowledge to modify games to meet all individual needs, providing extra assistance or a further challenge as needed.

The main objectives of the All Abilities Cricket programme are:

- Skill development, through modified games and activities
- Enjoyment
- Sense of achievement for all
- More disabled young people involved in cricket in Canterbury.



# ALL ABILITIES

## **PARTNERS**

Canterbury Cricket appreciates the support of key partners, particularly the Halberg Foundation and ParaFed Canterbury. These groups are an essential part of promoting the programme to a wide range of families and provide training to our activators.

### **HALBERG FOUNDATION**


Mitch Rhodes -

[Mitchell@halberg.co.nz](mailto:Mitchell@halberg.co.nz), 021 767 309

### **PARAFED CANTEBRURY**

Charlotte Pawson -

[cpawson@parafedcanterbury.co.nz](mailto:cpawson@parafedcanterbury.co.nz), 021 226 9080



# BACKGROUND

## Setting up All Abilities Cricket

Canterbury Cricket initially delivered at ParaFed Canterbury and Halberg Foundation events. This enabled us to build connections with the groups and families before starting our own inclusive cricket programme. Annual delivery plan by Canterbury Cricket to disability groups such as these is key.

- Halberg Games South (Bi Yearly 2024 onward)
- ParaFed Canterbury Junior Sports Group (Yearly)
- Primary School Sports Disability Sports Cluster (Yearly)

All Abilities Cricket was piloted in Term 4 2021, run outdoors at Hagley Park for 4 weeks for a small number of families.

During the 2022/23 season, an All Abilities hub was run for 5 weeks in both Terms 4 and 1, moved indoors to the new Sir Richard Hadlee Sports Centre. We saw significant growth with between 10-15 participants attending each week. This is now a regular programme run by the CCA Community team.

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# ABOUT

## ALL ABILITIES CRICKET

### REGISTRATION

All Abilities is set up as a programme on PlayHQ, allowing us to gather data and information about the participants each season. For this programme, the custom question below is included to help with our planning and understanding of how best to meet individual needs.

“Please share any information you would like us to know about your child and their individual needs. This will allow us to modify activities as needed and provide an enjoyable experience for everyone involved.”

Although there is no cost to the programme, registration through this platform should be encouraged.

### HALLBERG INCLUSION TRAINING

“A Halberg Inclusion Training course consists of workshops, incorporating practical and theory elements, teaching the core fundamental of how to adapt and modify physical activities.”

This is necessary training for all staff who are involved in the delivery of All Abilities Cricket and recommended for all CCA/DA activators and club coaches. This should be organised with Halberg for the beginning of the cricket season with an open invite sent to the wider cricket network.

The CCA Young Leaders group will also go through Halberg Inclusion Training each season and help support the delivery of All Abilities Cricket. 2-3 Leaders working in this space is ideal.

# ABOUT CONT.

## ALL ABILITIES CRICKET



### STRUCTURE OF SESSIONS

Each session is 60 minutes long. CCA identified the need for the first 10-15 minutes to be based around free play, allowing the participants to use whichever equipment they like and create their own games with family/friends. This helps them to familiarise themselves with the environment and for activators to chat to everyone as they arrive.

The remainder of the session consists of approximately 3 modified cricket activities to help develop the key cricket skills of batting, bowling, throwing and catching. Consideration needs to be taken to ensure the activities chosen can be modified to suit all needs, making things easier or creating further challenges as needed. At times, the group may be split into smaller groups to ensure a positive experience for all.

CCA have created a festival feel for the final session each term, by inviting some of the Canterbury Kings and Magicians players to join in and having some CCA giveaways for all participants. This has been a highlight and should be a priority each term!

### GAME/ACTIVITY RESOURCES

CCA mostly utilise Smash Play games for All Abilities Cricket with extra considerations taken to ensure young people with a wide range of disabilities can participate. Attached is a document with some examples of games that have been popular with participants, with recommended modifications and gear stated. Activators should explain games in a simple format with limited instructions at one time.

To see all the Smash Play games, visit the website-  
<https://play.nzc.nz/games/programmes/2>

# All Abilities EQUIPMENT



Standard junior plastic cricket equipment and soft balls should be used for All Abilities sessions. In addition, there is some extra equipment items that CCA have or can borrow to help meet different needs and make the experience more enjoyable. We have also utilised the smaller of the CCA inflatables (target and obstacle course) at some of the sessions.

<b>Equipment Item</b>	<b>Impairment type suitable for but not limited to</b>	<b>Purpose</b>
Blind cricket balls	Visually impaired	Blind cricket balls rattle which gives players audio cues
Larger balls (eg. Smash Play)	Useful for all impairment types	Easier to catch/throw/bounce/hit
Beanbags	Useful for all impairment types	Textile change from balls
Grip catching	Limited Hand dexterity	Ease of catching without fingers
Smaller bats (size 0-2)	Limited strength/mobility	Lighter and easier to hold
Tennis racquet	Useful for all impairment types	Lighter and easier to hold
Tees (on ground or on stumps)	Limited coordination/strength	Easier to hit a stationary ball
Hoops	Useful for all impairment types	Larger than cones or spots. May not be ideal for wheelchair users
Bright coloured equipment	Visually impaired	More easily see equipment



