



COACH LAUNCH PAD

July 2025

INTRODUCTION

WELCOME COACH! THANK YOU FOR MAKING YOURSELF AVAILABLE TO CONTRIBUTE TO THE PROVISION OF QUALITY CRICKET EXPERIENCES FOR YOUR PLAYERS.

We trust that you will find the NZC Coach Launch Pad a valuable starting point to help you navigate the start of your coaching journey. Below are some essential pieces of information that will be helpful for you to know, as well as some links to assist you to learn more about what is on offer to make your coaching journey as enjoyable as possible.



CRICKET IN NEW ZEALAND

Clubs/Schools: You will likely be coaching within a club or a school. This is where the majority of cricket in New Zealand is played. Your club or school will likely have a main contact person who should provide you with assistance and advice as you get underway coaching your team.

Major Association or District Association: The club or school will fall under the auspices of a Major Association or District Association. They govern the competition/s your team competes within, and may also provide a designated coach developer whose role is to support you.

NZC: New Zealand Cricket is the national governing body. We provide the coach registration platform and maintain the other essential systems and services that are needed to enable and support community coaching nationally.

YOUR LOCAL COACH DEVELOPER

The Coach Developer role is to support you as a coach and assist with your ongoing learning and development. If you are based in a major metropolitan centre, there is a likelihood you'll have a coach developer within your club. If you live regionally, it is likely your coach developer will be employed by your local major or district association.

[Click here](#) for more information on coach development leads in your local area

RULES, PLAYING CONDITIONS AND INFORMATION FOR THE COMPETITION YOUR TEAM PLAYS WITHIN

The rules, playing conditions and information for the competition your team plays within will be provided by your local club/school, or the major or district association – this is dependent on the region you reside within. The national player registration, competition and live scoring platform is PlayHQ – learn more about [PlayHQ by clicking here](#).

An important role of the coach on game day is to ensure matches are played as swiftly as possible. Long, drawn-out matches can lead to participants and whanau disengaging from the experience. Please speak to someone at your club/school or local Major/District Association about any tips for how to get matches played in a swift and enjoyable manner. All junior competitions within New Zealand align to the ANZ Junior game formats. To learn more about these formats, [please click here](#).

POLICE VETTING AND WELFARE OF CHILDREN AND VULNERABLE ADULTS

With the aspiration of creating safe environments for all young people to participate in, every coach of a junior or youth team must complete the following safeguarding process:

1. Complete the welfare of children and vulnerable adults online modules. There are three of these modules to complete, and in total, they will take approximately 12 - 15 minutes. You only need to complete this once, so if you coach again in future seasons, you wouldn't need to repeat this.

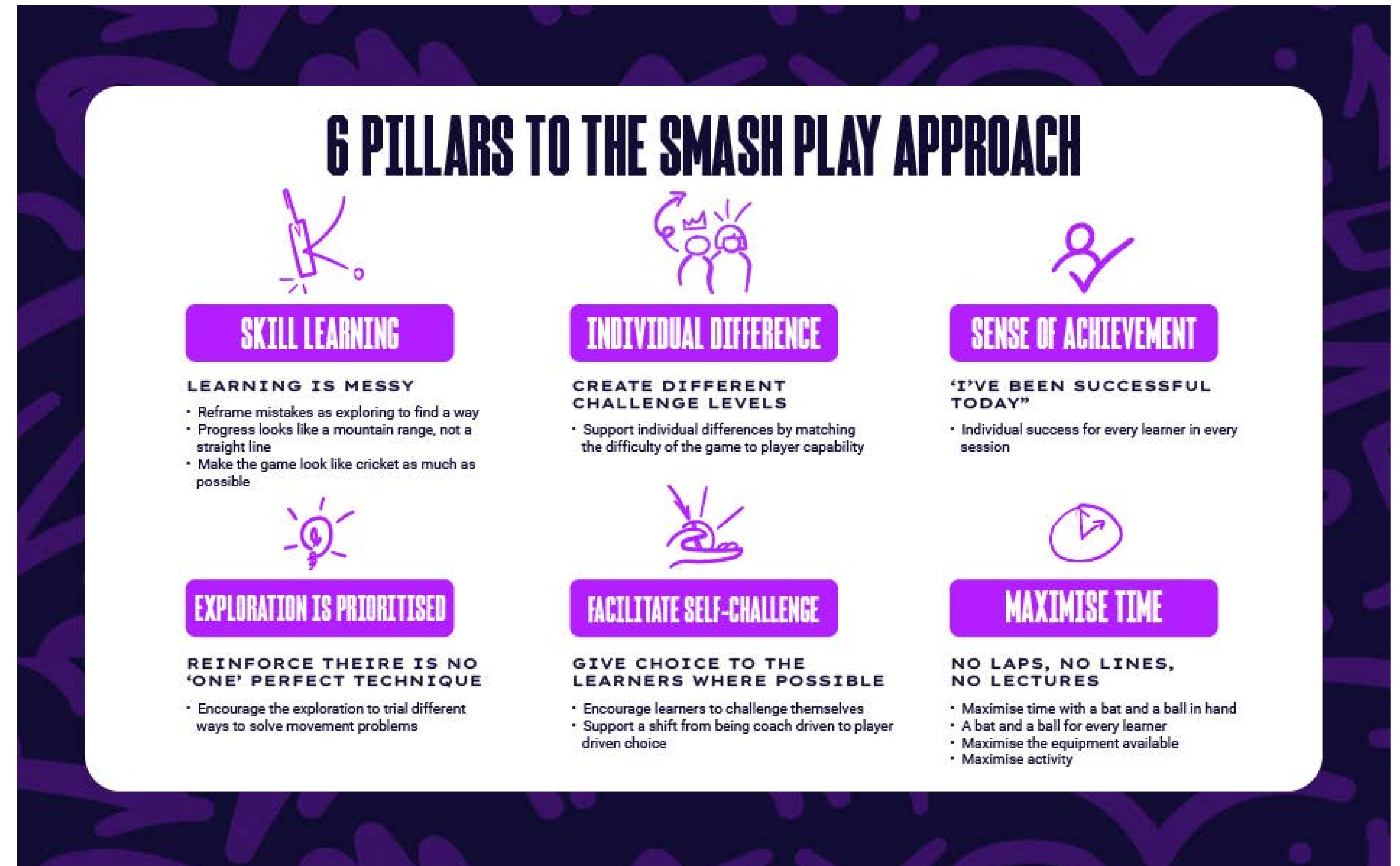
[Click here](#) for a video that depicts how to navigate to these modules.
[Click here](#) for the login portal to log in to your profile.

2. Complete the police vetting process. To complete this, a designated person at your club or school and/or your Major or District Association will need to sight your driver's license or passport as well as a utility bill with your full name and home address listed on it. They then submit your details into the NZC police vetting portal, and police vetting is valid for a three-year period.

WHAT IS YOUR ROLE?

A major misconception about the role of coaches within cricket is that you need to have an expert understanding of the technical and tactical components of the sport. NZC provides resources to help you understand some of the basic concepts you'll need to know to support your players to develop; however, the following Six Pillars of the Smash Play approach are the key components to delivering an enjoyable cricketing experience:

Learn more about the Smash Play approach by accessing the online learning modules and/or attending a coaching course delivered in your region by your coach developer.



TECHNICAL AND TACTICAL INFORMATION

If you want to know more about the technical and tactical aspects of the sport, feel free to access the following sources of information:

[E-Manuals](#) – Our extensive E-Manuals are great sources of trusted information for coaches. These are interactive PDF's and are free to access.

[Coach.nzc.nz - Videos and resources](#) – Coach.nzc.nz is the home of coaching for community cricket coaches. The videos and resources section contains a wide range of information, including videos and written resources to support coaches in their roles.

A SIX-WEEK PROGRAM TO HELP GET UNDERWAY

The following generic programs will give you 6 weeks of game/activity ideas to incorporate and bring to life within your team's training. Each game/activity is supported by a video and, in most cases a PDF game card. We suggest that you also mix into training an 'open wicket' – these replicate the rules and match day set up that your team competes in, however, is conducted for a shortened number of overs to suit the teams' allotted training time.

For further support or assistance

Please email coachsupport@nzc.nz



6 WEEK PROGRAMME

	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6
Junior (Ages 6 – 9)	<p>Game 1: Tapu Ae (Throw and catch)</p> <p>Game 2: Super Stars (Bowling)</p> <p>Game 3: Open wicket (Bat, bowl and field)</p>	<p>Game 1: Meteor Smash (Throwing)</p> <p>Game 2: Super High Five (Bowling)</p> <p>Game 3: Junk Yard Smash (Batting)</p>	<p>Game 1: Super Steal (Fielding)</p> <p>Game 2: Smash Off (Batting)</p> <p>Game 3: Open wicket (Bat, bowl and field)</p>	<p>Game 1: Clean up and play (Fielding)</p> <p>Game 2: Super Bowl (Bowling)</p> <p>Game 3: Planet Smash (Batting)</p>	<p>Game 1: Super Tchouk (Catch and throw)</p> <p>Game 2: Hoop Smash (Bowling)</p> <p>Game 3: Open wicket (Bat, bowl and field)</p>	<p>Game 1: Make a move and play (Fielding)</p> <p>Game 2: Smash Off (Batting)</p> <p>Game 3: Play 360 (Batting and fielding)</p>
Junior / Intermediate (Ages 10 – 13)	<p>Game 1: Tapu Ae Fielding)</p> <p>Game 2: Hoop Smash (Bowling)</p> <p>Game 3: Play 360 (Batting and fielding)</p>	<p>Game 1: Build a bridge (Catch and throw)</p> <p>Game 2: Super Bowl (Bowling)</p> <p>Game 3: Open wicket (Bat, bowl and field)</p>	<p>Game 1: Super Tchouk (Catch and throw)</p> <p>Game 2: Bowling Blast Off (Bowling)</p> <p>Game 3: Single Smash (Batting and fielding)</p>	<p>Game 1: Smash The Endzones (Fielding)</p> <p>Game 2: Hoop Smash (Bowling)</p> <p>Game 3: Open wicket (Bat, bowl and field)</p>	<p>Game 1: Super Flick (Fielding)</p> <p>Game 2: Super Bowl (Bowling)</p> <p>Game 3: Play 360 (Batting and fielding)</p>	<p>Game 1: Tapu Ae (Fielding)</p> <p>Game 2: Bowling Blast Off (Bowling)</p> <p>Game 3: Open wicket (Bat, bowl and field)</p>
Secondary School / Youth (Ages 14 – 16)	<p>Game 1: Tapu Ae (Fielding)</p> <p>Game 2: Gate Battle (Bowl, Bat and field)</p> <p>Game 3: Net Battle (Bowl and Bat)</p>	<p>Game 1: Power Square (Fielding)</p> <p>Game 2: Battle Ring (Bat and Bowl)</p> <p>Game 3: Open wicket (Bat, bowl and field)</p>	<p>Game 1: Battle Grid (Fielding)</p> <p>Game 2: Choose your zone (Bat and field)</p> <p>Game 3: Net Battle (Bowl and Bat)</p>	<p>Game 1: Tapu Ae (Fielding)</p> <p>Game 2: Battle Zone (Bat and Bowl)</p> <p>Game 3: Open wicket (Bat, bowl and field)</p>	<p>Game 1: Power Square (Fielding)</p> <p>Game 2: Figure it out (Bat, bowl and field)</p> <p>Game 3: Net Battle (Bowl and Bat)</p>	<p>Game 1: Battle Grid (Fielding)</p> <p>Game 2: Gate Battle (Bowl, Bat and field)</p> <p>Game 3: Open wicket (Bat, bowl and field)</p>