

JUNIOR GAME DAY GUIDE.



1-2 DAYS BEFORE THE GAME.

RESPONSIBILITIES

- ☐ DO ALL PLAYERS AND PARENTS KNOW THE GAME DETAILS?
- ☐ WHO HAS THE GEAR BAG?
- ☐ WHO IS BRINGING THE ORANGES AND REFRESHMENTS?
- ☐ IS THERE TEAM SUNSCREEN AVAILABLE?
- ☐ DOES EVERYONE HAVE A HAT?
- ☐ DOES EVERYONE HAVE A RIDE TO THE GAME?
- ☐ WHO ELSE IS COMING TO THE GAME THAT CAN ASSIST WITH UMPIRING, SCORING, AND SUPPORTING?
- ☐ HOW WILL THE PLAYERS KNOW IF THE GAME IS CANCELLED?

GAME DAY.

BEFORE PLAY

- Has everyone arrived?
- Complete a basic warm-up and skill activities (e.g. pairs catching, short catches, high catches)
- Is there suitable shade for the team to sit under?
- Conduct a sweep of the playing area for any potential hazards
- Has the gear bag arrived?
- Meet the opposition coach, supervisor, or team leader.
- Decide who will be captain for the day.
- Toss a coin (or flip the bat).
- Ensure the stumps are in place.
- Organise the batting order.
- Organise the bowling order.
- Confirm who is umpiring.
- Confirm who is scoring.
- Check that boundaries are clearly marked.
- Ensure both teams understand and agree on the game rules.
- Encourage friendship and care.
- When batting in pairs, ensure each player faces the same number of deliveries.
- Help batters run effectively between the wickets through backing up and clear calling.

DURING PLAY

- Assist players with basic cricket skills.
- Ensure the game is action-packed, fast-paced, and maximises involvement for all participants.

WAYS TO SPEED UP THE GAME

- Pass the ball around the field after each delivery while the bowler walks back to their mark.
- Encourage fielders to run to their positions between overs.
- Ensure batters are ready when the bowler reaches their mark.
- Have the next batting pair ready to run onto the pitch.

CREATING A POSITIVE ENVIRONMENT

- Encourage all players and recognise effort and trying.
- Include everyone and provide unconditional support
- Recognise and listen to players' ideas.
- Encourage players to clap for both teams, including the opposition.
- Encourage teammates to support and encourage each other for making an effort and trying.

AFTER THE GAME

- Players should shake hands with the opposition and thank them for the game.
- Cheer the opposition.
- Ensure the team area is left clean and tidy.
- Check that all team equipment has been collected.
- Confirm who will supervise the team next weekend.



UMPIRE SIGNALS



OUT



LEG-BYE



NO-BALL



BYE



SIX RUNS



FOUR RUNS



WIDE

METHODS OF DISMISSAL



BOWLED



CAUGHT



HIT WICKET



RUN-OUT



STUMPED

WARM-UP ACTIVITIES

1. SMASH TAG AKA SNOWBALL TAG

<https://play.nzc.nz/game/smash-tag-panga-haukuru>

2. BUILD A BRIDGE

<https://play.nzc.nz/game/build-bridge-hanga-te-piriti>

3. METEOR SMASH

<https://play.nzc.nz/game/meteor-smash-haukurutia-te-matakokiri>

4. JUNKYARD SMASH

<https://play.nzc.nz/game/junk-yard-smash-haukurutia-te-para>