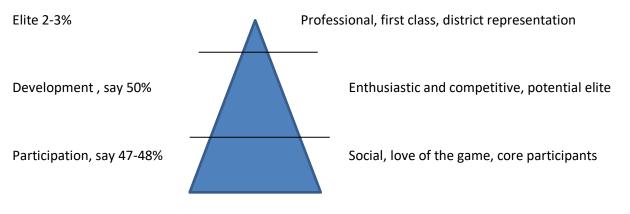


WBOPCA Development Guideline

Background

WBOPCA has an interest in creating cricket development opportunities to its players and coaches. The organisation sees itself as a feeder provider to the elite level of cricket. Most sports have a player numbers that fall roughly into the following pattern.



The collective job of the sport is to widen the base and build depth in all areas and to build effective pathways up and down the player spectrum.

The needs of each level of the player spectrum are different. WBOPCA has its focus, development.

WBOPCA is attempting to fulfil the delivery of quality cricket experiences to enthusiastic young cricketers who are competitive and may wish to path towards elite performance. Similarly those on the fringe may wish to continue to play the game at a more social level, be involved in clubs, score, umpire etc.

Development Goals

- Provide a competitive environment
- Develop player batting, bowling and fielding skills in the context of the game
- Develop player game sense, understanding cricket strategy
- Develop player opportunities and experiences
- Develop teamwork
- Develop leadership
- Provide a fun environment

Many of the goals at a development level focus less on performance and more on opportunities. This is not to say that performance and winning are exclusive to the outcomes of development.

As the facilitator it is fundamentally important that the Coach understands the development goals and balances the desire to win with the players need for opportunities. It is also important that Coaches develop through the process and build real team strength that is less reliant on any individual's performance.

Suggested Coaches Goals

- Give equal and fair opportunities to all players
- Develop effective teamwork
- Develop Leadership
- Strategise and maximise performance, play to win
- Have fun
- Develop player life skills and positive values
- Have every player wanting to come back and play cricket next year

How to achieve Development Goals

- Select well balanced sides
- Develop roles for players per game, roles should be non-threatening, challenging and supported (players should not be asked to perform roles that at their stage of development that can't be performed)
- Communicate roles
- Support players in their role, offer advice, give confidence
- Give player feedback on their performance to the role
- Give team performance and strategy feedback
- Emphasise fun of winning and doing well, celebrate success, support failure

Roles per game

Players should be given roles to perform in the game. Each player should through their role have the opportunity to influence the result of the game. Below is a suggested role scoping;

Batting order			Player decription	Possible Role
1			Batsman	Bat
2	Involvement		Batsman	Bat
3	in batting		Batting allrounder	Bat
4			Batting allrounder	Bat
5			Bowling allrounder	Bowl 3-4 overs
6			Bowling allrounder	Bowl 3-4 overs
7			Wicketkeeper batsman	Bat/ keep
8			Bowling allrounder	Bowl 3-4 overs
9			Bowler	Bowl 4+ overs
10	in bowling	Involvement	Bowler	Bowl 4+ overs
11	in bowning		Bowler	Bowl max overs available
12			Bowler	Bowl max overs available

Individual players may bring more than one skill to the mix. Players identified as batsman (only) above could have bowling skills and take a bowling role in the next game. All of this is easier to manage in a tournament spanning say 6 games as players can have batting or bowling roles in different games. A suggestion would be, always to bowl the designated non-batsman (12) as much as possible.

It is probably worth some discussion that the important issue is that Coaches provide opportunities. This may not translate to time as often opportunities are not cashed in on and roles are not delivered on. Above all the plan may be clear but cricket having odd outcomes at times, means that Coaches need to be flexible



and still have as an aim to maximise the teams performance. In any team the cream players will come to the top, but others will benefit from having opportunities that they may not ordinarily get. Remember we want them to come back and play next year.

Potential Goals at Tournaments

It is fairly common that players are encouraged to come to tournament with individual goals. These gaols may or may not be antagonistic with team goals. It is beneficial that individual goals subordinate to team goals. Potential goals for Coaches at Tournaments;

- Facilitate hard and fair cricket, with players respecting all players, coaches, umpires, parents and facilities
- Maximise team performance while offering all individuals opportunities for significant performances
- Move lower level performers to mid-team performers
- Attempt to have all players represented in honours
- Attempt to have top players represented in honours in different disciplines ie batting, bowling and fielding
- Create positive team spirit and a fun environment
- Develop leaders that can deliver strategy and relate to fellow team members. Dependant on the age it is still important that Coaches explain strategy, explain field setting and ensure that roles are not compromised by on-field changes.