



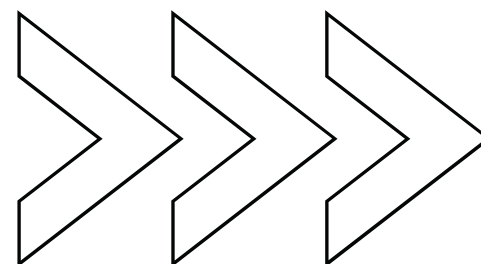
**WILTSHIRE
CCC**

EARLY ENGAGEMENT PHASE

**BEYOND BOUNDARIES:
POWERING CRICKET'S FUTURE**

BOYS

An Introduction to the BOYS
Wiltshire EEP; Its aims and
formats of matchplay.





**AMBITION
RESPECT
FAIRNESS**

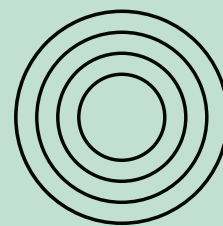
WHAT IS THE EARLY ENGAGEMENT PHASE?

The ECB's Early Engagement Programme (EEP) is a national initiative aimed at giving more children, from a wider range of backgrounds, the chance to access high-quality cricket experiences between the ages of 10 and 12. It's designed to be more local, affordable, and inclusive—creating opportunities for young players to develop their skills through both winter training and summer matches. The goal is to build a stronger, more diverse base of young cricketers who can enjoy the game now and potentially progress through the talent pathway in the future, no matter how or where they started playing.





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WHAT WILL THIS LOOK LIKE FOR MY SON



U10S BOYS

After two assessment days, a 12-week regional winter programme will commence. During the season, there will be intra-county matches divided into three teams, competing in a combination of T15 festivals and 40-over fixtures.

U11S BOYS

The U11 programmes will closely resemble the U10s. It will include a winter programme that aligns with the WCCC skills framework, along with a regionally organised in-season schedule.

U12S BOYS

The U12 programs will follow the same assessment and winter process; however, the summer will feature a multi-format series of games, with points awarded based on results. In addition to the T15 and 40-over formats, the boys will also participate in two-day matches.

U13S BOYS AND OLDER

The U13s is where county cricket against other nearby counties commences. Following an assessment process and a 12-week programme, the boys will challenge nearby counties with some cross-border travel.

T15 FESTIVAL

T15 Cricket delivers thrilling, fast-paced action that sparks passion, builds confidence, and brings every young player into the heart of the game.

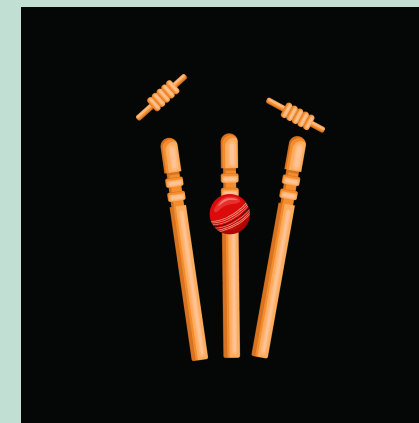


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WHAT IS A T15 FESTIVAL?

Each team competes in two 15-over matches daily, utilising artificial wickets.



WHAT OTHER RULES DO I NEED TO KNOW?

- Batters retire after scoring 30 runs.
- Each player bats in the top 6 in one of the games.
- There is a different captain for each match.
- Overthrow runs do not count.
- “Stumping grace”: all players get one chance to leave their crease and not be out by being stumped.



WHAT IS THE FORMAT?

- 4 overs PowerPlay, with 1 catcher and a maximum of 2 fielders allowed out the inner fielding circle.
- At least 2 fielders need to be outside the inner fielding circle at all times.
- Each bowler can bowl a maximum of 3 overs.
- Use of a pink ball and coloured clothing.
- Free hits awarded for all no-balls.
- Maximum of 8-ball overs, except for the 15th.



CAN I GET MY TEAM POINTS FOR WINNING?

Each victory earns 1 point for the team. (For U12 only)

40-OVER MATCH

40-over cricket is where you level up – more overs, more opportunities, and the chance to take control of the game like a future star.

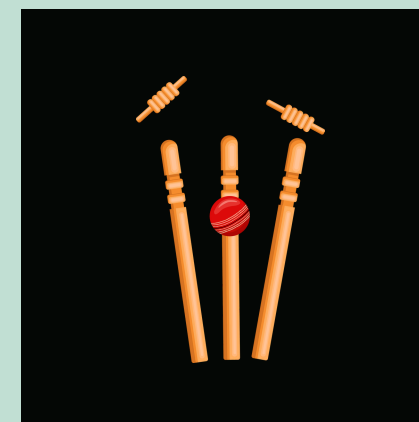


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WHAT IS A 40-OVER MATCH?

Each team has 40 overs per innings to bat. The team with the most runs wins.



WHAT OTHER RULES DO I NEED TO KNOW?

- Batters retire after scoring 75 runs.
- Each player bats in the top 6 in one of the games.
- Overthrow runs do not count.
- “Stumping grace”: all players get one chance to leave their crease and not be out by being stumped.



WHAT IS THE FORMAT?

- 40 over format with 3 power plays, 8 - 24 - 8
- PP 1 has to have 2 out the inner fielding circle and 2 catchers, slip +1.
- PP 2, 4 max out the inner fielding circle, but at all times deep cover and deep square leg.
- PP 3, 5 max out the inner fielding circle.
- On either artificial or grass.
- 8 overs per bowler max
- Pink ball



CAN I GET MY TEAM POINTS FOR WINNING?

Each victory earns 2 point for the team.
(For U12 only)

2-DAY MATCH

Two-day cricket is the ultimate challenge – time to build big innings, set clever traps, and think like a pro in a true test of skill and patience.

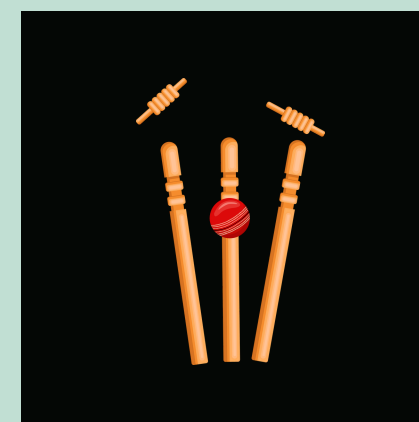


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WHAT IS A 2-DAY MATCH?

Imagine a test match format that spans four innings of 40 overs each. Each team has the opportunity to bat and bowl twice. However, the team that bowls last can only secure a victory by claiming all 10 wickets on the second day. Played at the u12 age.



WHAT OTHER RULES DO I NEED TO KNOW?

- Teams can change for day 2.
- A catcher at all times.
- No inner fielding circle.
- No batting retirements.
- No free hits.
- No “stumping grace”.
- Overthrows DO count.



WHAT IS THE FORMAT?

- Each day consists of 80 overs, with a maximum of 40 overs per innings.
- Results can be a win, lose, or draw.
- Matches can take place on grass or artificial surfaces, at various grounds, and not necessarily on consecutive days or weekends.
- The game uses a pink ball and coloured kits.
- Each over is limited to a maximum of 8 balls.
- Every bowler is allowed a maximum of 10 overs per innings.

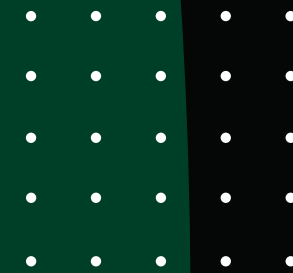


CAN I GET MY TEAM POINTS FOR WINNING?

Each victory earns 4 points for the team.
(For U12 only)



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www.wiltshire-ccc.co.uk