

## EARLY ENGAGEMENT PHASE

### BEYOND BOUNDARIES: POWERING CRICKET'S FUTURE



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







#### 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.







# WHAT WILL THIS LOOK LIKE FOR MY **U12S GIRLS DAUGHTER? U13S GIRLS AND** OLDER

After two assessment days, a 12-week winter programme will commence, that aligns with the WCCC <u>skills framework</u>. During the season, there will be intra-county matches featuring a multiformat series of games, with points awarded based on results a combination of T15 festivals and 35-over fixtures.

The U13s is where county age group cricket against other nearby counties commences. Following an assessment process and a 12-week programme, the girls 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.

#### WHAT IS A T15 FESTIVAL?

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





#### 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.





#### 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.

#### **CAN I GET MY TEAM POINTS FOR WINNING?**

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

# **35-OVER MATCH**

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



#### WHAT IS A 35-OVER MATCH?

Each team has 35 overs per match to bat, with the innings split into two innings - One of 18 overs, the other of 17 overs . The team with the most runs combined across the two innings wins.





#### WHAT IS THE FORMAT?

- 35 over format will include power plays, with each of the two innings having an initial five over period where teams will only have two fielders outside of the fielding circle.
- On either artificial or grass.
- 3 overs per bowler max
- Pink ball





#### WHAT OTHER RULES DO I NEED TO KNOW?

- Batters retire after scoring 40 runs.
- Each player bats in the top 6 in one of the games.
- Overthrow runs do not count.
- "First ball grace" batters cannot be out until they have faced at least one ball.

### CAN I GET MY TEAM POINTS FOR WINNING?

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





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## **BEYOND BOUNDARIES**

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