



## CRICKET GUIDELINES

This selection breakdown provides a clear and structured way to evaluate players based on their all-round cricketing skills. Here's how the overall process works:

### 1. Batting (35% Weightage)

Batting is the most heavily weighted aspect, meaning players need to show not only technical proficiency but also adaptability under various match conditions. Key elements include:

- **Effective Connections:** The ability to play all types of shots effectively. (Connection will mean playing the shot effectively and not just touching the ball by bat. If the ball is just touched and active shot is not played it will be taken as no connection and 0 point will be awarded for that attempt)
- **Foot Work:** Knowing when to attack and when to defend.

Each player gets 10 balls to play and can score **up to 10 points** for batting, based on their performance during selection on nets.

### 2. Bowling (35% Weightage)

Bowling is equally important in the selection process, with an emphasis on a range of skills. Key aspects include:

- **Pace:** The ability to consistently bowl at the right areas with good speed or control.
- **Line:** Ability to take wickets when needed, especially in critical situations.
- **Length:** Regularly hitting the right lines and lengths.
- **Player loses one attempt out of total 10 attempts provided for each wide ball.**

Each player gets 10 balls to bowl and can score **up to 10 points** for bowling, based on their performance during selection on nets.

### 3. Catching (10% Weightage)

While catching may seem secondary compared to batting and bowling, its 20% weightage however it is a crucial factor in selection. Key aspects include:

- **Clean Receive:** Being dependable in all types of fielding situations, whether close to the batter or in the deep. Catching performance will also be evaluated during drills, each player will be given 10 catching attempts with **up to 10 points** awarded based on overall effectiveness.





## CRICKET GUIDELINES

### 4. Match Format

- **Duration:** 8 overs per side.
- **Max Balls Faced by a Batter:** A Batter can face a maximum of 6 balls. (This means that a batter plays till the time he/she plays 6 balls or gets out which ever is earlier)
- **Bowling Limit:** Each team must use **8 different bowlers** during the 8 overs. This means each bowler will bowl one over.
- **Batsmen Rotation Rule:** In case all players of the playing side gets out before completion of quota of 8 overs than in that case, the Batter who has already faced 6 balls and was therefore retired will come back to bat. This is an interesting twist as it allows previously "retired" batsmen another chance and defend his /her side.
- Each bowler will be allowed to bowl only **one over**.

### 5. On Field Evaluation

- Total of 5 points can be earned basis the performance on field. These points will be awarded basis:
  - Footwork and ability to play shots around the field by batter in the 6 balls played.
  - Line & length and economy exhibited in the 6 balls bowled by the bowler.
  - Being in the right place at the right time to take a catch or making a clean collection with accurate throw especially in the outfield.
  - The decision of Coach on the scores will be final and to be respected by all.

### 6. Total Evaluation

- **Batting:** 35% of the score in nets
- **Bowling:** 35% of the score in nets
- **Catching:** 10% of the score in nets
- **On field:** 20% of performance on field

**Players' final standing in the selection process will be based on the cumulative points. Each player's score will reflect their all-round abilities in batting, bowling, and fielding, giving coaches a comprehensive view of the player's skills and fitness.**

