



BNJCA Policy and Procedures

U12 Preliminary Selection Assessment

BATTING ASSESSMENT

Each player will face approximately 15 balls from a bowling machine. Selectors will be looking particularly at player's technique, footwork, contact with the ball

BOWLING ASSESSMENT

Each player will bowl approximately 2-3 overs to a batsman on the centre wicket oval. (A parent or older player will be the batsman). Selectors will be looking particularly at player's run up, action, accuracy, movement/spin. Selectors do not want players to try to bowl 'bouncers'.

WICKET KEEPING ASSESSMENT

Each player nominated as a wicket keeper will keep wickets in a net; keeping up to the stumps to a bowling machine releasing leg spin deliveries. A batsman will randomly play at the deliveries and each player will have approximately 20 balls to show their wicket keeping ability. Selectors will be looking particularly at player's crouch, footwork and glovework.

Those trialling as Wicket Keepers must wear a helmet.

FIELDING ASSESSMENT

Catching

Each player will receive five high catches. (e.g. 10 in a group, player 1 catches, player 2 catches, player 3 catches etc to player 10 and then back to player 1 until each has had 5 catches).

Short Throwing

Each player will pick up a stationary ball in two hands and throw the ball one handed over a distance of approximately 15 metres, at a single stump. (E.g. 10 in a group, player 1 fields, player 2 fields, players 3 fields etc to player 10 and then back to player 1 until each has had 5 throws).

Long Throwing

Each player will attempt to throw five balls overarm to a wicket keeper (performed by a parent) standing a distance of 40 – 45 metres away. Markers will be positioned at 10 metre intervals of 10, 20, 30 and 40 and the distance of each throw will be recorded e.g. 10 or greater, 20 or greater, 30 or greater, 40 or greater. In throwing to a wicket keeper, the assessment is a combination of both distance thrown and accuracy. (e.g. 10 in a group, player 1 throws, player 2 throws, player 3 throws etc to player 10 and then back to player 1 until each has had 5 throws).