Cricket

Advanced Skills developed in structured plays to enable candidates to perform in the context of the assessment.

Batting

Approach: grip; taking guard; stance; the backlift.

The forward and back strokes: in defence – use of feet; in attack – the drives; leg glance.

Strokes played with horizontal bat: hitting a full pitch to leg; the pull; the hook; the sweep; the cut.

Running between the wickets; calling and backing up.

Bowling

The basic action: grip; run up; delivery stride; release; follow through.

Length and direction.

Swing: outswing (grip, rotation at shoulders, use of outswing); inswing (grip, bowling action, use of inswing).

Cutters: off-cutter (grip, action, when to use); leg-cutter (grip, action, when to use).

Medium and fast pace bowling: run up; action; grip; variation of pace.

Spin: grip; action; when to use spin, googly, top spin, offspin, leg spin.

Fielding

Concentration; backing up; getting behind ball; meeting the ball.

Stopping and returning: barrier position.

Throwing: long, high, flat, hard – at the wicket.

Chasing and returning: over short distance; over long distance.

Catching: away from wicket; close to wicket.

Positions: away from wicket; close to wicket; specialist positions.

Wicket keeping: stumping; run outs; receiving the ball from bowling/fielding; catching; use of pads.

Application of advanced skills in a structured situation (such as nets) providing the basis for the assessment of the individual candidate.

Shot restriction.

Tactics

Field placing for attacking and defensive fields.

Bowling changes.

Laws of the game and their application, including umpiring signals

Umpiring.

Mark Band	Games Activity - Cricket
9 – 10	Performs batting or bowling with outstanding level of technique and performs all elements of fielding to a very high level or performs batting and bowling at a very high level of technique and performs all elements of fielding to a very high level. Batting Excellent in execution of all shots. Full range of defensive and attacking shots, played with confidence and appropriate to type of ball bowled. Uses feet to cover drive spin bowling. Places drives accurately along the ground. Bowling Able to demonstrate with excellent control one of: pace/spin/swing/seam. Will be able to defeat batsmen with controlled deliveries. Fielding Demonstrates outstanding fielding ability in a variety of positions. Will pickup and throw accurately in one action. Wicketkeepers will stand up to spin bowling and take all deliveries cleanly. Will effectively stump batsmen. Game situation Exerts significant control over game. Shows excellent level of skill, tactical awareness and anticipation, making very few unforced errors.
7 – 8	Performs batting or bowling to a high level of technique and performs all elements of fielding to a high level of ability or performs batting and bowling with good technique and performance and performs all elements of fielding to a high level of ability. Batting High level of technique in defensive and attacking shots, including drives, cuts, pulls, glances. Demonstrates the ability to control shots and place the ball. Forward and backward defensive shots are dominant. Drives, cuts and pulls are played correctly. Bowling able to make full use of run-up, demonstrating correct foot placement and follow through when releasing ball. Effective in either spin or swing bowling. Good control of line and length. Consistently bowls a good length of ball. Fielding Able to stop, catch and pick up ball using either hand. Very competent in all aspects of fielding. Throws accurately to the wicketkeeper. Wicketkeeper will move effectively behind the stumps. Game situation Able to exert considerable influence on game in areas of batting, bowling and fielding. Makes few unforced errors and assists team mates. Shows high level of skill and tactical awareness even under pressure.
5 – 6	Performs batting or bowling with a good technique and performs all elements of fielding effectively or performs batting and bowling with correct technique and performance and performs all elements of fielding to a good level of ability. Batting Uses correct technique in defensive and attacking shots. Able to play appropriate shot to a variety of balls bowled. Correct technique to forward and backward defensive shots. Bowling Uses correct technique in bowling action, with appropriate control of line and length. Able to demonstrate either some spin or swing or movement of the ball off the seam. Fielding Able to anticipate and adjust position according to pace of ball. Consistent catching ability and accurate return to wicketkeeper. Wicketkeeper will cleanly field all returns and take all bowling Game situation Shows some ability to influence game either in batting or bowling. Good command of skills. Shows some anticipation of opposition and makes adjustments. Able to switch from attack to defence.
3 – 4	Performs one component with appropriate technique and performance. Batting Plays forward and backward defensive shots, although technique may be rather awkward. Attacking skills evident but technique affected by incorrectly positioned front foot. Bowling Fairly well coordinated run-up and basic action with reasonable control of line and length. May be able to demonstrate some spin, but usually not well controlled. Fielding Ability to stop and perform a 'long barrier'. Accurate throws over short distances. Game situation Starts to become more effective in game situation. May exhibit some individual skills although they may be affected by pressures of game.
1 – 2	Performs one component with some evidence of technique or performance. Batting Has some idea of basic batting stance. Shows forward defensive shot but does not keep ball down very well because of limited footwork. Attacking shots still aim too much to leg side and often in air. Bowling Some control of run-up. Some sideways action although only limited control of line and length, with some erratic deliveries. Fielding Can demonstrate basic stops and simple throws. Ability to take a simple catch evident. Game situation Participates in game with limited effectiveness. Has difficulty performing basic skills in game situation.