

Advanced Course U14 U15 U16 U17 Player Performance Matrix

The green bars are moved left or right to indicate progress

| BATTING OUTCOMES | BATTING PROCESSES | D | I | P |
|-------------------------------------------|-----------------------------------------------------------------------------|-------|---|---|
| Boundary hitting | Creates a stable base from which to strike | ■ | | |
| | Hands accelerate through the ball to create maximum bat speed | ■■■■■ | | |
| | Weight is transferred effectively towards the target area | ■■■■■ | | |
| Ability to gap the ball/rotate the strike | Presents the full face of the bat on contact | ■■■■■ | | |
| | Plays the ball late and 'beneath the eyes' | ■ | | |
| | Top hand stays in control of the shot (relaxed bottom hand grip) | ■■■■■ | | |
| | Head remains still, watching ball closely onto bat | ■■■■■ | | |
| | Positive footwork to open up scoring areas in front of/behind square | ■■■■■ | | |
| Solid defensive technique | Recognises a 'good delivery' and plays ball on its merit | ■■■■■ | | |
| | Has awareness / technique to leave the ball effectively outside off-stump | ■■■■■ | | |
| | Plays the ball late and with soft hands to prevent catching chances | ■■■■■ | | |
| Plays effectively against spin | Moves feet into the appropriate position to defend off front and back foot | ■■■■■ | | |
| | Can 'read' the bowler's action and adapt shot selection accordingly | ■■■■■ | | |
| | Uses the depth of the crease to hit square of the wicket on both sides | ■■■■■ | | |
| | Confident to leave the crease to meet the ball on the full / half volley | ■■■■■ | | |
| Plays effectively against pace | Uses the sweep shot to create pressure on the bowler / manipulate the field | ■■■■■ | | |
| | Watches ball closely (head position) and makes effective decisions | ■■■■■ | | |
| | Moves feet into position early to establish a base for striking | ■■■■■ | | |
| | Shows courage /determination – gets head into line against quicker bowlers | ■■■■■ | | |
| | Can use pace on the ball to rotate the strike | ■■■■■ | | |
| Runs effectively in game situations | Hits through the line of the ball, with bat moving on a vertical plane | ■■■■■ | | |
| | Understands how to call and respond to the call of their partner | ■■■■■ | | |
| | 'Watches' the ball throughout to assess how many runs can be scored | ■■■■■ | | |
| Can concentrate for long periods | Runs quickly between the wickets to put pressure on the fielders | ■■■■■ | | |
| | Keeps emotions in check and shows ability to refocus for each delivery | ■■■■■ | | |

| PACE BOWLING OUTCOMES | BOWLING PROCESSES | D | I | P |
|------------------------------------|---------------------------------------------------------------------------------------------------------------------------|------------------------------|---|---|
| Displays good control of line | Head remains still throughout the action, focussing on target | [Progress bar: 75% D, 25% I] | | |
| | Approach and follow through is aligned – moves in straight lines | [Progress bar: 60% D, 40% I] | | |
| Displays good control of length | Arms remain close to the body in the jump and gather | [Progress bar: 40% D, 60% I] | | |
| | Releases the ball from the highest point (12 o'clock) | [Progress bar: 85% D, 15% I] | | |
| | High front (non-bowling arm) in pre delivery to retain strong posture | [Progress bar: 70% D, 30% I] | | |
| Ability to swing the ball | Relaxed grip on ball to enable controlled release during 'wrist flick' | [Progress bar: 80% D, 20% I] | | |
| | Understands factors that enable the ball to swing – 'shiny' side, seam position, release point, cocked wrist, full length | [Progress bar: 90% D, 10% I] | | |
| | Maintains a strong wrist position, with fingers close together on the seam | [Progress bar: 75% D, 25% I] | | |
| | Strong, vertical rotation of the shoulders to assist seam position on release | [Progress bar: 65% D, 35% I] | | |
| Has a safe and repeatable action | 'Completes' the action with full swing of the arms, momentum towards target | [Progress bar: 95% D, 5% I] | | |
| | Shoulders, hips and feet are aligned throughout the bowling action | [Progress bar: 55% D, 45% I] | | |
| | Runs in straight and follows through towards the batter | [Progress bar: 65% D, 35% I] | | |
| | Arms stay close to body during the approach, running like a 'sprinter' | [Progress bar: 45% D, 55% I] | | |
| | Stays tall through the delivery stride (legs don't collapse on landing) | [Progress bar: 70% D, 30% I] | | |
| Can execute one or more variations | Has the ability to manipulate wrist position to deliver a 'slower ball' | [Progress bar: 80% D, 20% I] | | |
| | Can alter length effectively (Yorker / bouncer) through controlled release | [Progress bar: 60% D, 40% I] | | |
| | Understands how and 'when' to use variations effectively | [Progress bar: 85% D, 15% I] | | |
| Ability to execute game plans | Studies batters strengths and weaknesses and discusses with other bowlers | [Progress bar: 65% D, 35% I] | | |
| | Can set appropriate fields for attacking and defending against RH/LH bats | [Progress bar: 75% D, 25% I] | | |

| FIELDING OUTCOMES | FIELDING PROCESSES | D | I | P |
|-----------------------------------------|----------------------------------------------------------------------------------|------------------------------|---|---|
| Catches the ball with confidence | Presents big catching area with fingers spread and thumbs open | [Progress bar: 80% D, 20% I] | | |
| | Keeps head still and eyes level – 'watches' the ball into the hands | [Progress bar: 65% D, 35% I] | | |
| Intercepts the ball with confidence | Moves quickly towards the ball in a dynamic and balanced manner | [Progress bar: 85% D, 15% I] | | |
| | Uses appropriate technique to stop the ball based on conditions | [Progress bar: 70% D, 30% I] | | |
| Has a strong, safe and repeatable throw | Creates a wide and stable base, allowing weight transfer from front to back foot | [Progress bar: 65% D, 35% I] | | |
| | Keeps strong front arm to encourage vertical shoulder rotation | [Progress bar: 75% D, 25% I] | | |

KEY: Development Tracker

D = Developing *Player requires ongoing support/development*

I = Improving *Player shows some high performing characteristics*

P = Proficient *Player demonstrates a consistently high level of skill*