



# Talent Development Framework





# Phases of the Pathway

As players move through our pathway, the way we deliver our skill sets adapts to their stage of development and needs. This is roughly guided by age, but practically works with where they are in their skill development.

**FOUNDATION STAGE -Explore & Play (10-12)**

**DEVELOPMENT STAGE -Emerge & Prioritise (13-16)**

**PERFORMANCE STAGE -Execute & Perform (17+)**

# Fast Bowling

Bowl with a strong, safe and repeatable action

Bowl with pace

Create lateral movement (seam or swing)

Create bounce

Execute plans to build pressure and take wickets

Adapt to different situations, surfaces and conditions



# Batting

Attack, defend and survive fast bowling

Attack, defend and leave the moving/turning ball

Navigate periods of pressure

Adapt to different situations, conditions and roles

Hit boundaries all around the ground

Rotate the strike

Transfer weight through the ball

Play with an intent to score

Bat for long periods



# Spin Bowling

Deliver variations (spin, flight and angles)

Bowl with a strong and repeatable action

Spin the ball hard to threaten with Spin, Bounce and Movement in the air

Hold length and encourage the batsman onto the front foot

Execute plans to build pressure and take wickets

Utilise variations in spin, flight, angles and pace



# Wicket-Keeping



Catch consistently

Ignore distractions to catch balls throughout the innings

Look to impact the game with catches, stumpings and run outs

Hold their posture until the ball pitches when standing up

Hold their posture throughout the delivery until they have to move when standing back

Powerfully move side to side

Play a major role in the batting order

# Fielding

Throw with a safe, repeatable, powerful action

Catch consistently and look to take match changing half chances

Create chances through anticipation and movement

Throw and collect the ball effectively at different angles

Cover ground athletically to control space in the ring and on the boundary

Generate pressure as part of the fielding unit

