



Player Identification 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.

EARLY ENGAGEMENT PHASE -Explore & Play (10-12)

DEVELOPMENT STAGE -Emerge & Prioritise (13-16)

PERFORMANCE STAGE -Execute & Perform (17+)

Selection Process

When selecting, the players will be assessed against the following skills matrix.

Performances will be taken into account but these will be weighted on opposition quality and a high emphasis will be placed on HOW the players played.

As a representative pathway we are looking for players with high potential traits that we can develop. We are looking for players that we can develop to affect matches in the future at the highest level possible.



Fast Bowling

Threats we're looking for



Bowl with pace



Create lateral movement



Generate bounce

Other things we want to see/develop:



Bowl with a strong, safe and repeatable action



Execute plans to build pressure and take wickets



Adapt to different surfaces, conditions, situations & roles



Bowl with accuracy



Our main selection criteria for Fast Bowlers will be looking at those 3 threats.

Fast Bowling

Pace Indicators the ECB have identified

OPTIMAL
RUN UP
SPEED



HIGH
FRONT ARM



CHEST
DRIVE



FRONT LEG
BRACE



HEEL
STRIKE



DELAYED
BOWLING ARM



WRIST
FLICK



Batting



Attack, defend and evade fast bowling



Attack, defend and leave the moving & turning ball



Adapt to different situations and roles



Deal with periods of control and pressure



Adapt to different surfaces and conditions



Play with an intent



Adopt dynamic positions to transfer weight forward and back



Manipulate the ball into space to rotate strike



Hit boundaries all around the ground

Spin Bowling

Threats we're looking for:



Spin the ball hard and at the correct pace to create **SPIN** and **DRIFT**



Spin the ball hard and at the correct pace to create overspin generate **BOUNCE** and **DROP**

Other things we want to see/develop:



Control the length & line of the ball



Create variations in spin, flight & angles



Adapt to different surfaces, conditions, situations & roles



Bowl with a strong, repeatable action



Execute plans to build pressure and take wickets



Wicket-Keeping



Look to impact the game either with the gloves or by building intensity in the fielding performance



Catch consistently, ignore distractions to maintain standards throughout the inning



Maintain strong positions throughout the delivery when up or back to seam



Move powerfully side to side



Play a major role in the batting line up

Fielding



Catch reliably with the ability to convert match changing half chances



Throw with a safe, repeatable, powerful action



Create chances through anticipation and movement



Adapt to situations and roles



Safely defend space within the inner and outer ring



Create pressure and energy as part of a fielding unit



Mindset



Want to make the difference



Come alive in moments when the team needs you



Have intent throughout, look to dominate



Prioritise getting processes right over outcomes



Take ownership for their game, development and preparation