



YORKSHIRE COUNTY CRICKET CLUB - SKILLS & CHARACTER FRAMEWORK

- Accountability
- Responsibility
- Courage
- Resilience
- Self-Awareness
- Enjoyment





YORKSHIRE COUNTY CRICKET CLUB - CORE BEHAVIOURS

PLAYERS WHO:

- continuously help others, encourage and put the team first
- love playing for Yorkshire, understand the club's history and ethos, and have a strong desire to contribute towards winning games of cricket for their county
- stay humble and treat every selection for Yorkshire as an opportunity and not an expectation
- practice smart and hard; and who lead their own development
- are prepared to help others when they aren't developing themselves



YORKSHIRE COUNTY CRICKET CLUB - CORE BEHAVIOURS

PLAYERS WHO:

- ask to practice further and be challenged
- provide energy to the training and the playing environment
- embrace pressure
- are reliable, punctual, and are prepared to sacrifice other commitments (not necessary all the time) in order to progress their development



BAT LIKE WINFIELD-HILL



FIELD LIKE KALIS





BOWL LIKE RASHID



KEEP LIKE BAIRSTOW



BATTING FRAMEWORK UNDER 9 - 12



- Awareness of identifying length with an understanding of decision making
- Awareness of the importance of good balance, strong base and good defense
- Aware of contact and how to effectively use hands
- Find ways to score runs
- Awareness of positive running between the wickets



BATTING FRAMEWORK UNDER 13 - 16



- Develop the skill of identifying length and effectively play on the front and back foot
- Develop the ability to create scoring opportunities against pace and spin
- Develop the ability and desire to make influencing performances
- Continue to develop positive running between the wickets



PACE BOWLING FRAMEWORK UNDER 9 - 12



- An awareness of working in straight lines towards a target
- An awareness of basic principles of swing and seam
- An awareness of bowling to left-handed and right-handed batters
- Challenge the stumps



PACE BOWLING FRAMEWORK UNDER 13 - 16



- Develop the ability to bowl a length at pace to challenge the top of the stumps whilst generating lateral movement
- Develop one day and t20 skills to deceive batter in the air or off the pitch. Develop the ability to bowl Yorkers
- Develop tactical awareness and understanding plans
- Continue to develop the desire and ability to make match influencing performances



SPIN BOWLING FRAMEWORK UNDER 9 - 12



- Desire to spin the ball and take wickets
- An awareness of working in straight lines and towards a targets
- An awareness of bowling to left-handed and right-handed batters
- Awareness of appropriate fields



SPIN BOWLING FRAMEWORK UNDER 13 - 16



- Develop an understanding of how to maximise spin on the ball
- Develop the ability to bowl a length challenging to the stumps with a desire to be a wicket taking threat
- Develop an ability to deceive the batsman in the air and off the pitch
- Develop tactical awareness and understanding of plans
- Develop variations to deceive batters



FIELDING FRAMEWORK UNDER 9 - 12



- Awareness of how to create wicket taking chances through actions in the field
- Catch different types of catches
- Be ready to field the ball every ball
- Awareness of need to attack and release the ball quickly



FIELDING FRAMEWORK UNDER 13 - 16

 Create wicket taking chances throughout actions in the field

- Develop the ability to catch a variety of catches
- Attack and release the ball quickly
- Develop a strong, accurate throwing arm
- Develop the desire to influence the game



WICKETKEEPING FRAMEWORK UNDER 9 - 12



- Awareness of good posture, head, hands and foot movement
- Catch different types of catches
- Confidence to stand up to the stumps
- Desire to influence the game



WICKETKEEPING FRAMEWORK UNDER 13 - 16



- Develop an understanding and consistency of posture
- Develop the ability to catch a variety of catches
- Develop the ability to create wicket taking chances
- Develop the ability to impact games tactically with the assistance of Bowlers, fielders and captains



PHYSICAL

DEMONSTRATE A LEVEL OF:

- agility that is currently and/or has potential to advance beyond peers
- balance that is currently and/or has potential to advance beyond peers
- co-ordination that is currently and/or has potential to advance beyond peers
- speed that is currently and/or has potential to advance beyond peers
- strength that is currently and/or has potential to advance beyond peers



MENTAL

- Belief Player has confidence, which is stable, in their own ability to deal and produce necessary skills for that situation
- Remain Confident Player can maintain a stable level of confidence when dealing with both success and failure
- Personal Motivation to Improve Be self aware, personal responsibility in training and preparation and honest evaluation of their current skill.
- Relish the Battle Willingness to compete, unwavering determination and commitment



MENTAL

- Critical Moments Awareness of the impact during critical moments of close games when the outcome is decided.
- Clear and effective decisions Player makes decisions that are rational, logical and are based on clear thinking around the situation
- Bounce back emotionally Player can put previous unsuccessful actions behind them and is able to move back into a positive emotional state
- Tough competitive situations Player is willing to put themselves forward to compete against the toughest opposition