



## Mount Eliza Cricket Club - Junior Coaching Philosophy

The Mount Eliza Cricket Club has developed a simple set of coaching philosophies based on the guiding principles provided by Cricket Australia: *Enjoy, Develop, Compete, and Succeed*

The Head Junior Coach will work in partnership with individual team coaches to ensure that our junior cricketers and their families have best possible experiences during their time at the club.

### ENJOY

- Foster a lifelong enjoyment of the game of cricket
- Provide a fun, positive, and safe experience for all
- Engage children and parents in the benefits of community sport

### DEVELOP

- Recognise and cater for different stages of child development and encourage differences
- Acknowledge the sport has changed in recent years, and embrace different approaches
- Provide opportunities to experience all aspects of the game
- Keep kids actively involved at training and match-days

### COMPETE

- Prioritise competing ball by ball, rather than win/loss focus
- Celebrate wins with respect, and learn from and empathise with losses
- Build resilience and persistence

### SUCCEED

- Ball by ball contests remain the focus, on game day and training
- Personal successes are not measured purely by runs & wickets
- Build character, confidence, and competence
- Enhance social connectedness and a respect of the game and all those involved

The Head Junior coach will be working with the club and junior coaches to embed this philosophy into our coaching programs. It is expected that all junior players are made aware of the expectations outlined above, as well as other important information from the club Code of Conduct and the newly developed Net Etiquette rules.

#### *The Pathway*

*The pathway aligns with key development times to maximise learning.*

*The early years are about building the foundations.*

*Focus on the holistic development of the individual including mental, tactical, and physical development.*

*The ability to adapt and perform is assessed throughout the pathway.*

*Progression to more difficult competitions based on skill rather than just age.*

*Growth is not linear so competency levels may vary as the player develops.*