**1. THE SENIOR CRICKET COMMITTEE**  
Vision:   
*Loving our cricket and our strong clubs with their vibrant pathways for junior cricketers*  
  
Purpose:  
***On behalf of the Rotorua Cricket Association****;*

* ***Advise*** on the growth and development of Senior Cricket in Rotorua and surrounding areas.
* ***Manage*** the Rotorua Senior Cricket Competition(s) and the growth and development of the game to achieve a life long love of cricket experience for senior cricket players and their families.
* ***Support*:** clubs administration and development and their pathway for junior cricketers,senior cricket players**,** player registration activities, admin and accounts, stakeholder communications, funder and sponsor relationships, staff and volunteers.

**2. THE SMALL BONE “HOME OF CRICKET” COMMITTEE.**  
  
Vision:   
Small Bone – a superb past and present cricket experience   
  
Purpose:  
**On behalf of the Rotorua Cricket Association**;

* ***Advise*** on the ongoing development of Small Bone Park as the Home of Rotorua Cricket
* ***Manage*** the Small Bone Grounds and Pavilion to achieve a life long love of cricket experience for all cricketers and their families including all Rotorua cricket clubs, senior and junior cricketers, the googlies, over 35’s and business house cricket.
* ***Support*:** a network of Rotorua Cricket alumni, acknowledgement of Rotorua’s cricket history

**3. THE JUNIOR CRICKET COMMITTEE**  
  
Vision: ***Assisting young people to develop a lifelong love of cricket***  
  
Purpose:  **On behalf of the Rotorua Cricket Association**;

* ***Advise*** on the growth and development of Junior Cricket in Rotorua and surrounding areas.
* ***Manage*** the Rotorua Junior Cricket Competition(s) and the growth and development of the game to achieve a life long love of cricket experience for junior cricket players and their families.
* ***Support*** key; player registration activities, admin and accounts, stakeholder communications, funder and sponsor relationships, staff and volunteers.