

West Region U12 Inter-Area Development Tournament, 2016

Background Principle:

- ❖ **The focus of the Tournament is on Player Development by:**
 - a. **Providing additional opportunities for young players to play cricket**
 - b. **Promoting the active participation of all players throughout the Tournament**
 - c. **Providing a playing opportunity which is appropriate for younger players within the west region player pathway**

Tournament Organisation

- 1) Each Area will have four fixtures to fulfil, two at home and two away.
- 2) A fixture list, including fixture dates, is attached to this document. (Appendix 1)
- 3) The final Tournament standings will be decided by points. (Appendix 2)
- 4) Each Area must have a nominated Manager whose contact details (name, address, telephone numbers and e-mail address) must be notified to the Tournament Director. All communication with each team will be through these nominated contacts.
- 5) The Tournament Director is Tim Hart: timhart@cricketscotland.com / 07825-172-346.

Match Organisation

- 1) The home Team Manager will be responsible for contacting the away Team Manager to confirm the final details of each game. Additionally, once a venue has been confirmed this information should be passed on to the Tournament Director.
- 2) Each Area is responsible for providing their own umpire for every game that they play.
- 3) Each Area is responsible for providing their own scorer for every game that they play.
- 4) The home Area Group will be responsible for providing a cricket tea (as would be acceptable in the Western District Cricket Union) for all players and officials.
- 5) Games cancelled or abandoned on the agreed date (due to weather or bad light or ground conditions) should be rescheduled (once) and the Tournament Director should be notified accordingly.
- 6) If a game is cancelled for any other reason, by one team giving the other team at least 72 hours' notice, then the fixture should be rescheduled (once) and the Tournament Director should be notified accordingly. No Area will be permitted to cancel a game under this rule on more than one occasion during the Tournament.
- 7) If one team is unable to fulfil a fixture for reasons other than weather or bad light or ground conditions and has failed to give the other team at least 72 hours' notice of its inability to fulfil the fixture the win points will be awarded to the other team. The team that cannot fulfil the fixture will be penalised by losing 1 point.

Match Returns

- 1) Immediately following the completion of each match (where possible within 1 hour) BOTH Team Managers / Team Coaches should text the result to the Tournament Director. This should be in the format of: Area A xxx/x (overs.balls) Area B xxx/x (overs.balls) Area A/B won. Failure to do so (within 24 hours) will result in the deduction of points from the offending Area.
- 2) The home Area Group is responsible for arranging for a copy of the full scorecard to be sent to the Tournament Director within 48 hours of the completion of each fixture. Failure to do so will result in the deduction of points from the offending Area.
- 3) The home Area Group is responsible for e-mailing a brief report of the game to the Tournament Director within 48 hours of the completion of each fixture. This report will then appear on the West Junior Cricket website. Failure to do so will result in the deduction of points from the offending Area.

Players

- 1) A player is eligible if he is under 12 years of age on 1 September 2015 or if she is under 13 years of age on 1 September 2015.
- 2) All players must be bona fide members of a constituent Club of their Area Group.
- 3) A player may only play for one Area Group during the tournament.

Match Rules

- 1) A team should consist of a maximum of nine players. (A maximum of 8 may bat.)
- 2) The length of the pitch will be 21 yards.
- 3) A 4.75 ounce ball shall be used. (A new ball should be used for each innings.)
- 4) A coin will be spun to decide which side will bat first. The away Area Group will have the call.
- 5) Any team not at the venue 45 minutes before the start time will be deemed to have lost the toss.
- 6) Both teams must run an appropriate cricket warm-up.
- 7) The toss should take place no later than 20 minutes before the agreed start time.
- 8) Each game shall consist of one innings per team, with eight wickets having to be taken for the batting team to be 'all out'. The team batting first will bat (unless bowled out earlier) for 30 overs. The team batting second (unless a result is achieved earlier) shall also bat for 30 overs. However, if team managers and umpires agree before the commencement of the game that prevailing conditions (or other reasons) are likely to prevent a game of this duration being completed, the game may be reduced to a lesser equal number of overs – but no less than 14 overs per side.
- 9) In no circumstances are declarations permitted.
- 10) A batter will retire once they have scored 30 runs. (25 if there is any reduction in overs.) A batter may return to the crease once their team loses their final wicket. (Should two, or more, batters retire they will return in the order that they retired i.e. the first batter to retire will return first.)
- 11) No player shall be permitted to bowl more than 8 (six-ball) overs in any fixture.
- 12) In the event of a reduced overs game, no bowler shall be permitted to bowl more than one-quarter of the available overs. (Should the number of overs not be exactly divisible by 4, the maximum number of overs will be rounded up to the nearest whole number i.e. in a 14 over per side match, a bowler may bowl a maximum of 3 overs.)
- 13) At least five bowlers must be used in each innings – or five different bowlers must have had the opportunity to have bowled had the innings lasted the full number of allotted overs.
- 14) Overs should be bowled at a minimum rate of 15 overs per hour.
- 15) A wide will count as 2 runs to the batting side in addition to any runs scored, but, unless it is the last over of the innings, no additional ball will be bowled in the over. A no ball will count as 2 runs to the batting side in addition to any runs scored, but, unless it is the last over of the innings, no additional ball will be bowled in the over. There must be six 'legal' deliveries in the final over of each innings.
- 16) The legal delivery immediately following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. (This applies even if it is the first delivery of a subsequent over.) Field changes are not permitted for free hit deliveries unless there is a change of striker.
- 17) All obstructions should be removed from the playing area before the game starts.
- 18) If this is not possible the method of treatment should a ball that is 'live' strike an obstruction, from a scoring point of view, must be agreed before the game is allowed to start.
- 19) The use of an artificial pitch is only permitted if there is no other way of fulfilling a fixture. However, 72 hours' notice must be given and the visiting team must agree to the use of an artificial.
- 20) The team scoring the higher number of runs in its innings shall be the winner. If both teams score the same number of runs, the team that has lost fewer wickets will be declared the winner. If this does not separate the teams, the result shall be a tie – there will be no further count-back.
- 21) Coaching during the game is permitted provided that it does not interfere with the smooth running of the game. The umpires will be the sole judges of this.
- 22) Scores should be checked by the captains/Team Managers and the umpires at all intervals and at the end of each innings. Unless a captain, a Team Manager or an umpire raises a concern over the score, it shall be taken to have been agreed upon.
- 23) All players must wear a helmet when batting and if standing up to the stumps while keeping wicket.
- 24) None of the Laws of Cricket (2000 Code) pertaining to the awarding of penalty runs shall apply other than Law 41 (fielder wilfully using other than his person to field ball, ball striking helmet on ground).
- 25) The ECB Fast Bowling Directives must be adhered to at all times. (Appendix 3)

Adherence to the rules is a necessity. Failure to do so may result in loss of points, at the sole discretion of the Tournament Director.

Appendix 1 – Tournament Fixtures

| U12 Inter-Area Development Tournament Fixtures, 2016 | | | | |
|--|-----------------------------------|---------------------|---------------------|-------|
| Date | Start Time | Home Team | Away Team | Venue |
| Sunday 1st May | 1pm | Dumfries & Galloway | South Glasgow | TBC |
| Sunday 1st May | 1pm | Ayrshire | Lanarkshire | TBC |
| | | | | |
| Sunday 15th May | 1pm | Dumfries & Galloway | Clyde | TBC |
| Sunday 15th May | 1pm | South Glasgow | Ayrshire | TBC |
| | | | | |
| Sunday 26th June | 1pm | Lanarkshire | South Glasgow | TBC |
| Sunday 26th June | 1pm | Clyde | Ayrshire | TBC |
| | | | | |
| Sunday 17th July | 1pm | South Glasgow | Clyde | TBC |
| Sunday 17th July | 1pm | Lanarkshire | Dumfries & Galloway | TBC |
| | | | | |
| Sunday 7th August | 1pm | Ayrshire | Dumfries & Galloway | TBC |
| Sunday 7th August | 1pm | Clyde | Lanarkshire | TBC |
| | | | | |
| Sunday 28th August | Suggested Tournament Reserve Date | | | |

- 1) Ideally, all fixtures should be played as detailed above.
- 2) However, Area Groups may agree to re-arrange fixtures as necessary.
- 3) A fixture may take place on any day of the week, with any starting time, as long as both Area Groups are in agreement.
- 4) Each Area Group must play, or must have planned to play, their fixtures spread across at least three separate months.
- 5) No Tournament fixture should be scheduled to take place after Sunday 28th August 2016.
- 6) If a fixture is called-off due to adverse weather conditions, the fixture should be re-arranged at least once.
- 7) In the case of any fixture re-arrangement the Tournament Director MUST be kept notified of any changes.

Appendix 2 – Points System

- 1) 20 points will be awarded to the team that wins a match.
- 2) 16 points will be awarded to both teams if the match finishes as a tie.
- 3) The losing team will be able to obtain up to 14 bonus points.
- 4) There will be a penalty of -1 point if a team cannot fulfil a fixture.
- 5) There will be a penalty of -1 point for EACH instance of a team failing to complete their match return within the allotted timescale.

Bonus Points

Bonus points are only available to the losing team. Bonus points can be obtained in both innings of a match. Bonus points are available as follows:

If a team bats first and does not win the match (i.e. the opposition chases the target) bonus points can be obtained as follows:

| | |
|--------------------------------|-------------------------------|
| 7 points for scoring 160+ runs | 7 points for taking 7 wickets |
| 6 points for scoring 150+ runs | 6 points for taking 6 wickets |
| 5 points for scoring 140+ runs | 5 points for taking 5 wickets |
| 4 points for scoring 130+ runs | 4 points for taking 4 wickets |
| 3 points for scoring 120+ runs | 3 points for taking 3 wickets |
| 2 points for scoring 110+ runs | 2 points for taking 2 wickets |
| 1 point for scoring 100+ runs | 1 point for taking 1 wicket |
| 0 points for scoring <100 runs | 0 points for taking 0 wickets |

If a team bats second and does not win the match (i.e. does not successfully chase the target score) bonus points can be obtained as follows:

| | |
|--------------------------------|---|
| 7 points for taking 7+ wickets | 7 points for scoring 95%+ of the target score |
| 6 points for taking 6 wickets | 6 points for scoring 90%+ of the target score |
| 5 points for taking 5 wickets | 5 points for scoring 80%+ of the target score |
| 4 points for taking 4 wickets | 4 points for scoring 70%+ of the target score |
| 3 points for taking 3 wickets | 3 points for scoring 60%+ of the target score |
| 2 points for taking 2 wickets | 2 points for scoring 50%+ of the target score |
| 1 point for taking 1 wicket | 1 point for scoring 40%+ of the target score |
| 0 points for taking 0 wickets | 0 points for scoring <40% of the target score |

Appendix 3 – ECB Fast Bowling Directives

The fast bowling directives are designed to raise awareness of the need to nurture and protect young fast bowlers through their formative years. Research has shown that fast bowlers are by far the most likely players to be missing playing and training time due to injury.

| BOWLER'S AGE | MAX OVERS / SPELL | MAX OVERS PER DAY |
|---------------------|--------------------------|--------------------------|
| Up to 13 | 5 | 10 |
| U14, U15 | 6 | 12 |
| U16, U17 | 7 | 18 |
| U18, U19 | 7 | 18 |

For these purposes a fast bowler should be defined as a bowler to whom a wicket keeper in the same age group would in normal circumstances stand back to take the ball.

Appendix 4 – West Region Player Pathway Document, 2016

