



## District Competition 2012

### Ethos

The success of the district competition relies on an ethos that states, “we are developing quality cricketers” not “we are looking to win this at all costs”. This balance is difficult to achieve, and requires sound judgement from managers; once established this should assist player development.

### Competition Format

Preliminary Stage within areas:

- Under 10 - play each other twice (home and away) - no matches rearranged for rain
- Under 12 - play each other once - matches rearranged for rain (friendly matches on named dates)
- Under 14 - play each other once - matches rearranged for rain (friendly matches on named dates)

Finals stage

- Under 12 - top side in each group go forward to semi-final and final
- Under 14 - top side in each group go forward to semi-final and final

### Dates of competition 2012

13 May	U10, U12, U14
20 May	U10
27 May	U10, U12, U14
10 Jun	U10, U12, U14
24 Jun	U10
08 Jul	U10

### Semi-Finals and Finals

The dates for the U12/14 semi-finals / finals are as follows:

Semi Finals	24 Jun (in the event of rain districts asked to rearrange)
Finals	08 Jul
Reserve dates	15 Jul
	22 Jul

### Trials

Each District must hold squad trials before the final squad is selected.

All clubs and schools in each LA area must be made aware that trials are taking place.

District trials are not only important to ensure that we get the best players, but also to demonstrate that KCB approach selection seriously and aim to include all. Advertising for the trials should have the highest possible profile to ensure equity.

### Teams

Teams are to be selected from the best eligible players, boys or girls.



## High Performance (previously known as Kent Young Cricketers)

### Please note: -

1. The High Performance Boys Squads will be reduced in size prior to the start of the season
2. When a High Performance Boy player is dropped from a squad or has been suffering continued bad form they may be permitted to play with prior agreement from the High Performance Manager - Jason Weaver
3. High Performance Girl players are encouraged to play in the KCB District Competition (within their own age group)
4. Only High Performance U12 and U14 players are encouraged to play in the KCB District Competition (no other High Performance Boys age groups are permitted)

### **Qualification**

Age:	Under 10	Must be under 10 at midnight on 31 August 2011
	Under 12	Must be under 12 at midnight on 31 August 2011
	Under 14	Must be under 14 at midnight on 31 August 2011

### **Residence**

Players are to play for the Local Authority area in which they live (ie pay their Council Tax). If they live outside Kent, they may play for the Local Authority in which they go to school or play for a club.

### **Helmets**

ECB guidance on the wearing of helmets is to be followed.

### **Umpires and Scorers**

The Kent Association of Cricket Umpires and Scorers cannot cope with appointing umpires for all games but if managers approach their local umpire organisation, they may well be able to help you. Umpires will be appointed for finals only.

### **Pitches**

Team managers are responsible for finding venues for their home games. Home games may be played in another LA area if a suitable pitch is not available in their own area. Non-turf pitches may be used for matches providing team managers/coaches agree.

### **Balls**

Each district has been given £30 towards the cost of balls. It is felt that this should be sufficient to provide a quality ball for each fixture. The home side should provide the ball. Therefore, **ONLY ONE BALL is to be used for the entire match**, across all age groups and all districts without exception in order to maintain consistency throughout the competition.

### **Fixtures**

Fixtures are to be played on the weekend in the fixture list unless exceptional circumstances prevail. Andy Griffiths must agree changes to fixtures. Every effort should be made to reschedule KCB District Competition U12 and U14 matches lost to bad weather. Under 10 matches **must not** be rescheduled - experience tells us that this will create a fixture pile up.

### **Play Cricket - Match Results**

Please ask your Team Managers or assign one person within your District to input the result. Play-Cricket is used by KYC team coaches and managers to keep an eye on performances. The **WINNING** team **MUST** enter the **RESULT** and **FULL SCORECARD** onto Play-Cricket where possible within 48 hours of the match being played. This reporting section will be looked at in the full review process.



### **Opposing Managers**

Please note that we do not hold a full list of district managers at KCB. If you are unsure of the opposition manager please contact the respective DDO.

### **Clothing**

All players are entitled to wear KCB clothing, although there is no expectation that players will wear KCB branded items.

### **Recommendations to the next level**

Please recommend your best players (and those of other teams) for selection for High Performance Squads. It is important that we get this right if we are to make the flow of talented players work (see attached guidance for progression of talented players)

### **Match Play Rules & Regs**

#### **Duration**

U10 - 25 overs

U12 - 30 overs

U14 - 35 overs

#### **Pitches**

U10 - 19 yards

U12 - 21 yards

U14 - 22 yards

#### **Balls (One new ball per match)**

U10 - 4  $\frac{3}{4}$  oz

U12 - 4  $\frac{3}{4}$  oz

U14 - 5  $\frac{1}{2}$  oz

### **Results**

The team scoring the most runs wins.

Two points for a win, no points for a loss.

No result - one point each.

Tie - one point each

### **League Tables**

If sides, during the league stage, finish equal on points, the side to go through will be determined as follows: -

- 1) The side with the best average runs scored per wicket lost up to the end of the last round of league matches will go through.
- 2) Where two or more sides have the same average runs scored per wicket lost following the end of the last round of league matches, the side that has lost the least number of wickets in the competition, through to the end of the last round of league matches, will go through.
- 3) If two sides are still tied after having exercised both tie-breaker options 1 and 2 above, then precedence shall be given to the team who scored the greater number of points in the League match (or matches) between the two teams in that season.
- 4) If two sides are still tied after options 1, 2 and 3 have been exercised then please contact Andy Griffiths on [andy.griffiths.kent@ecb.co.uk](mailto:andy.griffiths.kent@ecb.co.uk) to discuss a bowl off.

### **Semi-Finals and Finals - Matches finishing in a tie**

In the event of both sides having the same number of runs at the end of the match in the semi-finals or finals stage, the team losing the least wickets during the match shall be deemed the winners.



## KENT CRICKET BOARD

### Stumps

Junior size for U10 and U12

Adult size stumps are to be used for U14 matches

### Bowling

In accordance with the ECB directives:

- U10 No bowler may bowl more than 6 overs in an innings  
Fast bowlers: maximum spell 4 overs.
- U12 No bowler may bowl more than 7 overs in an innings.  
Fast bowlers: maximum spell 5 overs.
- U14 No bowler may bowl more than 8 overs in an innings.  
Fast bowlers: U14 maximum spell 6 overs, U13 playing in an U14 match maximum spell 5 overs.

### Overs

- U10 Overs will not exceed 6 balls regardless of the number of wides bowled.  
In the final over, however, a normal over within the laws of the game will be bowled.  
Wides will be penalised by 2 runs.  
Byes off wides are to be counted as additional to the penalty.
- U12 Normal laws apply.
- U14 Normal laws apply.

### Twelfth Man

- U10 Each team must have a twelfth man.  
Twelfth Man may bat, bowl and field.  
Fielders may be swapped over between overs at any time.  
Only 11 men may bat.
- U12 Each team must have a twelfth man.  
Twelfth Man may bat, bowl and field.  
Fielders may be swapped over between overs at any time.  
Only 11 men may bat.
- U14 Each team must have a twelfth man.  
Twelfth Man may bat, bowl and field.  
Fielders may be swapped over between overs at any time.  
Only 11 men may bat.



# Guidance on Talented Player Identification and Progression

## For Districts / DDOs:

- The District programme forms the foundation of the talent pathway.
- The district must be available to make an assessment on any player in the district up to the Under 15 age group.
- If possible districts should maintain an awareness of players above the Under 15 age group and nominate if it is felt they are likely to get into a High Performance Squad.
- The player need not take part in the district programme to be assessed (this can occur because of school and other sporting commitments).
- The player need not take part in the winter programme to be selected for a district squad.
- The district must be receptive to club talented player nominations and work hard to maintain this relationship.

## For Clubs:

- Clubs should rank their junior players.
- The ranking should be communicated to the district so they have an awareness of the clubs view.
- Any player that is thought likely to get into a district squad should be put forward to the district programme.
- The club should ensure that they maintain contact with the DDO - this relationship is vital.
- Players above the Under 15 age group can be nominated direct to the High Performance Programme if it is felt the player is likely to get in to a squad. It is important for clubs however to have an awareness of the current squads so that players nominates are not out of their depth.
- DDOs should be contacted for guidance on older players (eg for info on existing squads etc).

## For Parents / Players:

- The district programme forms the foundation of the talent pathway.
- It is strongly recommended that ambitious players take a full part in the district programme.
- Players will develop quickly in the district environment because it will stretch their ability.
- Ideally players should take part in district programmes (both summer and winter) as an involvement in the district programme would give the DDO a better opportunity for an appraisal of a player's ability.
- DDOs will nominate players to the High Performance Programme if they feel strongly that the player is likely to get in a squad.
- A player need not take part in the winter programme to be selected for a district squad.