



2015 NORTH CALEDONIAN FESTIVAL OF CRICKET



Welcome to the first year of the North Caledonian Festival of Cricket involving junior cricketers from across the region's area development groups.

City-Shire North	City-Shire South	Highland	Moray
(Aberdeen City-Shire Cricket DG)		(Highland Cricket DG)	(Moray Cricket Association)
Ellon-Gordon	Aberdeenshire	Fort William	Buckie
Fraserburgh	Banchory	Highland	Elgin
(Huntly)	Crathie	(Nairn County)	Fochabers
Inverurie Don Valley	Cults	Northern Counties	Forres St Lawrence
Kemnay-Kintore	Gordonians	Ross County	(Huntly)
Methlick	(Aberdeen) Grammar SFP		(Nairn County)
Stoneywood-Dyce	Dunecht		
Turriff	Stonehaven Thistle		
Aberdeenshire Cricket Association		North of Scotland Cricket Association	

Rationale

These are early days of Inter Area cricket in North Caledonia and whilst every effort has been taken to reflect distinct geographical areas the Areas actually reflect the three Area Development Groups in the North Caledonian region AND the NRDC Satellite centres therein, namely:

- Aberdeen City-Shire Cricket Development Group (2 Satellite Centres = 2 Area teams at U-13s and U-15s),
- Highland Cricket Development Group (1 Satellite Centre = 1 Area team at U-13s and U-15s) and
- Moray Cricket Association (1 Satellite Centre = 1 Area team at U-13s and U-15s).

Each Area/Satellite has roughly 4+ feeder clubs.

The Festival reflects the need to:

- Primarily, to play games (outdoors) against their peers
- 'complete the pathway from school/club to country', i.e. by creating a tangible route into the North Region's Development Centre (NRDC) which is both recognisable and transparent to all,
- To further develop the indoor winter programme,
- To provide further challenging opportunities for the region's junior cricketers, and
- Provide an effective Talent ID for North Caledonia Regional Development Centre coaches and selection for the next annual intake.

2015

In 2015 players will come together from across the four Satellite Centres at both under-13s and under-15s as follows:

During week commencing 3rd August:

- **First game** - Each of the four areas will play one game against its closest neighbour as the Area Satellite team,
 - Tuesday 4th August Highland/Moray under-13s
 - Wednesday 5th August North City-Shire/South City-Shire under-13s
 - Tuesday 11th August Highland/Moray under-15s
 - Wednesday 12th August North City-Shire/South City-Shire under-15s

These are effectively 'trial games' for the second game

- **Second game** - these closest neighbours will 'pair' up to play one further fixture as NoSCA (Moray & Highland) and ACA (AC-SCDG South and North)
 - Thursday 6th August NoSCA v ACA U-13s
 - Thursday 13th August NoSCA v August U-15s

2016 (& beyond)

From 2016 the August Festival of Cricket will be a two-tier Inter Area Championships to reflect that entry to the NRDC is up to Under-15s, these will be:

- Community - Under-13s
 - each area will play the other once during the first week of August 2016, and
- Development - Under-15s
 - each area will play the other once during the second week of August 2016

Champions!

The Aims of all representative cricket run under the auspices of the Caledonian Region is to play, where appropriate, a competitive championship, i.e. with an eventual winner.

Yet the ultimate aim is the development of our young cricketers at whatever age. It is incumbent, therefore, on all who take part – at whatever level – to ensure that these youngsters not only grasp the opportunity to reach their potential but, above all, enjoy the journey too.

Who gets in and how?

I am (well NRDC and I actually) trying to develop a distinct pathway for our juniors. It is vital for the success of this for the clubs to be fully aware of the process and be integral to its success; not least because that is where the players (& coaches too) will come from. A 'buy-in' to the structure is a two process and an ongoing conversation; the Inter Area games are part of this!

So, the process for getting a player involved is:

- Clubs nominate players for winter training. Initially we will have two distinct groups:
 1. **Community** – effectively U-13.
Open to those nominated by clubs as well as juniors who are willing to pay to be involved in the programme
 2. **Development** – up to Under-15s.
Strictly by nomination from clubs or previous involvement in the Area Programme
(NRDC players for that intake will also train with the Development Squads)
- Players attend their Area sessions
(i.e. at the four satellite centres across North Caledonia)
- Squads selected for
 1. Inter Area indoor tournaments and
 2. Inter Area outdoor matches
- Outdoor Inter Area matches take place once the club junior league programmes are under way
(i.e. opportunities will be given to players that show promise during league programme but couldn't make it to winter training)
- At the end of the season Area players are nominated by their coaches for NRDC trials
- NRDC squad formed

The future

In time and with a great deal of hard work and encouragement from the Area groups (and supported by Cricket Scotland's Development team and Community Coaches) it is hoped that even more of the Caledonian Regions' clubs will run junior sections and their nominated players will play in Area teams that reflect local authority boundaries or, at least more distinct geographical entities and that the Inter Area Championships will be an annual programme linking school/club cricket to Regional squads.

2015 Schedule

North Caledonian Region Under-13s Inter Area Matches

(Unless otherwise stated) All 1pm start and 30 overs a-side

Date	Fixture	Venue	Umpire	Scorers
Tuesday 4 th August	Highland v Moray	The Links, Nairn (confirmed)	Umpire & Scorers supplied on the day from Area coaches/Cricket Scotland	
Wednesday 5 th August	City-Shire North v City-Shire South (Start time 4:00pm)	People's Park, Dyce (confirmed)	Umpire & Scorers supplied on the day from Area coaches/Cricket Scotland	
Thursday 6 th August	NoSCA v AC-SCDG	Linzee Gordon Park, Buckie (confirmed)	1 - (tbc) 2 - from NoSCA/AC-SCDG	NoSCA - 1 AC-SCDG - 1

NB

Each player will supply their own tea

Each home team will supply the refreshments for the two teams, their coach/manager/scorer and the umpires.

North Caledonian Region Under-15s Inter Area Matches

All 1pm start and 35 overs a-side

Date	Fixture	Venue	Umpire	Scorers
Tuesday 11 th August	MORAY v HIGHLAND	Castle Park, Fochabers (confirmed)	Umpire & Scorers supplied on the day from Area coaches/Cricket Scotland	
Wednesday 12 th August	CITY-SHIRE SOUTH v CITY-SHIRE NORTH	Allan Park, Cults (tbc)	Umpire & Scorers supplied on the day from Area coaches/Cricket Scotland	
Thursday 13 th August	AC-SCDG v NoSCA	Kellands Park, Inverurie (tbc)	1. 2.	AC-SCDG - 1 NoSCA - 1

NB

Each player will supply their own tea

Each home team will supply the refreshments for the two teams, their coach/manager/scorer and the umpires.

2015
NORTH CALEDONIAN REGION
REPRESENTATIVE CRICKET REGULATIONS

(INCORPORATING ECB DIRECTIVES ON PITCH-LENGTH, BATTING, BOWLING AND FIELDING).

1 TOURNAMENT ORGANISATION

The Caledonian North Regional Academy Director will appoint a Tournament Coordinator to oversee these matches/the Inter Area Championships. This individual will be responsible for the following:

- a. Arranging the fixture schedule and publishing the schedule in advance of each tournament
- b. Ensuring that these rules are adhered to during each competition and acting, therefore as the final arbiter in any disputes
- c. Publish a list of contacts for each participating team a minimum of two weeks prior to the commencement of the first round of matches.
- d. Ensuring that all Area coaches and Managers are familiar with these rules prior to each tournament commencing
- e. Ensuring that each host club
 - i. has prepared a suitable pitch (and, where appropriate, that the relevant restrictions have been clearly marked)
 - ii. or, where this has not been done made every attempt to either arrange an alternative or informed the visiting team's management that the game cannot take place
 - iii. Teas:
 1. Year 1 – players will provide own teas, host clubs will provide refreshments
 2. Year 2 – each host club will prepare teas and refreshments for both home and visiting players, (up to 4) team officials and the Umpires (for which the club will be reimbursed)
 - iv. has provided a 'host-manager' for the day.

2 PLAYING CONDITIONS

2.1 Rules of play

The normal laws of cricket will apply.

All teams participating in the competition must comply with the safety guidelines issued by Cricket Scotland in respect of the wearing of helmets and fielding restrictions by young players, as well as the fast bowling directives (see Appendices below).

2.2 Eligibility and Age of players

To participate in these matches a player must satisfy the following criteria:

Club Affiliation

- a. Players must represent the Area in which their club is located or the Area Group to which their club is affiliated
- b. A Player will NOT be eligible to play in any tournament if s/he is not a bona fide member of a club in the Area s/he has been selected to represent

Age

- a. All age groups are determined as at 1 September prior to the season of the competition, e.g. their 13th (or 14th in the case of girls) birthday will fall on or after 1st September 2014.
- b. **ONLY** Boys, **who are members** of a Scotland Age Group Squad (i.e. as announced by Cricket Scotland at the start of the 2015 season) are **ineligible** to play for that age group at Area level.
However, a younger player is eligible to play for an older age group.
- c. Special dispensation will be given to allow up to 3 over age players (i.e. by one year) on occasion when a fixture would remain unfulfilled or cancelled due to low numbers.
- d. Girls are eligible to play for a further year at their age group, i.e. that is the qualifying date for girls is still 1 September but TWO years prior to the season of the competition.

2.3 Team/Squad selection

- a. The Management Team for each participating team must be known to the Tournament Coordinator a minimum of two weeks prior to the start of the tournament
- b. The Management Team will comprise a minimum of:
 - i. Coach
 - ii. Manager
 - iii. Assistant Coaches may also be appointed but not necessarily named;
The Captain can be named on the day and must be made known to the opposing Management Team (& officiating umpires/scorers where appropriate) prior to the toss.
- c. **Where possible** all of these individuals will be affiliated to a club or resident in the Area which they represent.
- d. Team/Squad selection is however flexible and squads need not be named ahead of the tournament.

2.4 Length of Match

- a. This is determined by the age group, namely:
 - i. Under-15s – 35 overs
 1. maximum of 7 per bowler, i.e. minimum of 5 bowlers
 2. NB in a match where overs have been reduced a player can bowl no more than one-fifth (20%) of the total overs to be bowled
 - ii. Under-13s – 30
 1. maximum of 5 per bowler, i.e. minimum of 6 bowlers
 2. NB in a match where overs have been reduced a player can bowl no more than one-sixth (17%) of the total overs to be bowled
- b. All sides will be entitled to bat for their full allocation of overs unless they are dismissed within that allocation.
- c. The batting side will not be allowed to declare.
- d. If the side batting second does not receive 50% of the allocated overs, the match will be a 'No Result' unless the second side has been dismissed or has exceeded their opponents score within the 50%.

2.5 Match Day

- a. All matches are schedule to start no earlier than 11am.
- b. If the match is cancelled it is the responsibility of home team to notify their opposition and the Tournament coordinator
- c. Although still an eleven-a-side game a maximum of 12 players will be entitled to be involved in each match.
- d. Prior to the start of the game (i.e. at the toss) each team captain must inform both umpires and opposition Management team, in writing, of their "batting XI".
- e. Eleven fielders will field at any time, however all twelve players will be permitted to take the field during the game and, indeed, bowl.
- f. If a match starts late due to unfit weather conditions and following the agreement of both teams the number of overs bowled by each side can be reduced but to no fewer than 50% of the allocated overs per side.
- g. If a match is interrupted due to bad weather, the overs due to the side batting first will **not** be altered from the original figure. The side batting second will if necessary bat for a reduced number of overs. In this situation the match will be decided on scoring rate which will be calculated on the basis of:

$$\frac{\text{Runs scored}}{\text{overs received*}}$$

- The side with the higher scoring rate will be the winner; if the scoring rates are equal the match will be a tie.
- h. or, if a side is bowled out within its allocation of overs, the number of overs which they were entitled to receive.
 - i. No player may bowl more than one-fifth of the allocated overs.
 - j. Retirement of batters: To encourage our young players to build an innings batters will not retire unless injured or incapacitated in some way and this **MUST** be confirmed with both standing umpires.
 - k. The side scoring the greater number of runs in a completed innings will be the winner. If both sides score the same number of runs, the side losing fewer wickets will be the winner; if both sides lose the same number of wickets, the match will be declared a tie.
 - l. If a match finishes early because one side has been bowled out 'cheaply' and overwhelmed by the other, at the managers'/coaches' discretion of both teams a further 'friendly' game can be played; the result of this second match will not alter the result of the original match. When this happens teams are encouraged to play a T20 game

2.6 Teas and refreshments

- a. All players will provide their own tea.
- b. The home venue will supply refreshments for the drinks intervals in each innings.
- c. The drinks interval will take place after 50% of the allotted overs have been bowled in each innings, unless conditions allow for a further interval (to be confirmed by the umpires and agreed by the team managers).
- d. The tea interval will be taken between innings.

2.7 The Pitch

The length of the pitch will comply with ECB CA directives thus:

- a. Under-15s will play on a pitch 22 yards in length
 1. Wherever possible all U-15 matches will take place on grass wickets which have been covered.
 2. Use of artificial wickets for u-15s
 - a. In the event that a suitable grass wicket cannot be used AND an artificial pitch is available the match will take place on the artificial wicket.
 - b. It is the responsibility of the home team to ensure that sufficient prior notification for use of an artificial pitch is given to the travelling team so that their players have appropriate footwear.
- b. Under-13s will play on a pitch 21 yards in length
 1. All U-13s matches will take place on artificial wickets

2.8 Match Balls

All match balls will be supplied by Cricket Scotland.

The match balls which will be of a four piece manufacture:

- Under-15s will use a 5 ½ oz ball
- Under-13s will use a 4 ¾ oz ball

2.9 Match Officials

Umpires

Independent umpires will stand in all Inter Area Matches as follows:

- Under-15s - Where possible two umpires will be appointed by Cricket Scotland but as a minimum, one umpire will be appointed by Cricket Scotland and the fielding team coach/manager will stand at square-leg)
- Under-13s - one umpire will be appointed by Cricket Scotland and the fielding team coach/manager will stand at square-leg)

If no independent umpires have been allocated then match officiating will be decided by the Managers/Coaches of the two participating teams.

Scorers

Each side will provide a competent scorer for the duration of each match.

Scorecards

The Tournament Coordinator will supply scorecards electronically; these will be completed on the day and returned to the coordinator to compile Media Releases.

3 THE INTER AREA CHAMPIONSHIPS AND DECIDING THEM

3.1 From 2016 there will be two IACs

- Under-15s – Each team plays the other once during the second week in August,
- Under-13s – Each team plays the other once during the first week in August.

3.2 The team winning each match will be awarded 2 points; in a tied match or an abandoned match where no result has been obtained each side will receive 1 point.

If two or more teams obtain the same number of points, the championship will be decided by scoring rate viz:

$$\frac{\text{Runs scored}}{\text{overs received*}}$$

(*A side which is all out within its allocated number of overs will be deemed to have received the number of overs to which they were entitled.)

3.3 The Tournament Trophy will be awarded from 2016.

APPENDIX TO RULES & SCHEDULES

ECB FAST BOWLING DIRECTIVES

Max overs	Age	Up to 13	U14, U15
	per spell	5	6
per day	10	12	

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

- Having completed a spell the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his/her* spell have been bowled from the same end.
- A bowler can change ends without ending his/her current spell provided that he bowls the next over that s/he legally can from the other end. If this does not happen his/her spell is deemed to be concluded.
- If play is interrupted, for any reason, for less than 40 minutes any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group.
 - If the spell is not continued after the interruption the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption have been bowled from the same end.
 - If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.
- Once a bowler covered by these Directives has bowled in a match s/he cannot exceed the maximum number overs per day for his/her age group even if s/he subsequently bowls spin.
 - S/He can exceed the maximum overs per spell if bowling spin, but cannot then revert to bowling fast until an equivalent number of overs to the length of his/her spell have been bowled from the same end.
 - If s/he bowls spin without exceeding the maximum number of overs in a spell the maximum will apply as soon as he reverts to bowling fast.
- Captains, Team Managers and umpires are asked to ensure that these Directives are followed at all times.