Speldhurst & Bidborough HomeGuard Under 13 Six-a-side Cricket Festival 18th August 2013

Welcome to the second running of the HomeGuard six-a-side cricket festival for Under 13s being run jointly by Speldhurst and Bidborough Cricket Clubs. The inaugural competition was won by Withyham and we are pleased that they have agreed to defend the title this year.

Eight teams have been invited to participate – these have been split into two groups of four with each team playing three group games (one group will play at Speldhurst and the other at Bidborough) – a list of teams, locations, matches and timings are provided on page 2. Following the group stages the top two teams in each group will contest the semi-final and final of the Cup at Speldhurst with the bottom two teams in each group competing for a Plate at Bidborough (the two clubs are only a 5-10 minute drive from each other and directions are provided on pages 7 and 8). Cricket will start at 9.30am and we expect the finals to be concluded by about 6pm. All teams will play five matches in the course of the day.

In keeping with the spirit of cricket and to ensure the smooth running of the festival we have drawn up a list of specific rules and some general do's and don'ts with regards to etiquette and to assist the full enjoyment of all those taking part (whether players, parents, coaches (or other)) – the rules can be found on pages 3 to 6 and we urge all those involved to familiarise themselves with these.

I think that's enough for now, but just to say we hope you all enjoy the day and please feel free to contact either of the two tournament directors (either before or on the day) if you have any queries about proceedings.

Justin Gardner
c/o Speldhurst CC

Key contact details:

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Teams, groups, matches and timings

Group stage

Group A – at SPELDHURST

Speldhurst
Plaxtol
Sanderstead
Linden Park

Matches

9.30	Speldhurst	vs.	Plaxtol
10.15	Sanderstead	vs.	Linden Park
11.00	Linden Park	vs.	Speldhurst
11.45	Sanderstead	vs.	Plaxtol
12.30	Plaxtol	vs.	Linden Park
1.15	Speldhurst	vs.	Sanderstead

Group B – at BIDBOROUGH

Bidborough
Withyham Wizards
Linton Park
Lingfield

Matches

9.30	Bidborough	vs.	Withyham
10.15	Linton Park	vs.	Lingfield
11.00	Lingfield	vs.	Bidborough
11.45	Linton Park	vs.	Withyham
12.30	Withyham	vs.	Lingfield
1.15	Bidborough	vs.	Linton Park

Semi-finals/finals

Cup competition – at Speldhurst

Matches

3.00	Winner Gp A	vs.	Runner-up Gp B
3.45	Winner Gp B	vs.	Runner-up Gp A
4.30	Loser CSF 1	vs.	Loser CSF 2
5.15	Winner CSF 1	vs.	Winner CSF 2

Plate competition – at Bidborough

Matches

3.00	3rd place Gp B	vs.	4th place Gp A
3.45	3rd place Gp A	vs.	4th place Gp B
4.30	Loser PSF 1	vs.	Loser PSF 2
5.15	Winner PSF 1	vs.	Winner PSF 2

A short awards ceremony will take place at each venue immediately following completion of the final with trophies and medals being awarded to both the winners and runners-up of each of the Cup and Plate competitions.

Speldhurst & Bidborough Under 13s HomeGuard Festival

Tournament Rules

- The games will be played under the normal laws of cricket except for exceptions described below
- Each team will consist of six playing members per match
- All players must have been born on or after the 1st September 1999
- Matches are 5 (six-ball) overs per side
- One player will be designated as the wicketkeeper for each game and must remain as wicketkeeper for the duration of the innings unless suffering a genuine injury
- The wicketkeeper cannot bowl. Every other player is required to bowl one over
- Each team must field with a wicketkeeper who must wear full wicketkeeping kit required for this age group (i.e. pads, gloves and a helmet)
- In the event that a fielder suffers a genuine injury prior to or during bowling his/her over the final over of the innings will be bowled (or completed) by one of the first three bowlers in the innings (to be chosen by the facing batsman at the start of the over)
- Substitute fielders may be used at any time and for any reason (e.g. to get all of a squad involved). A substitute is not allowed to bat, bowl or keep wicket
- A batsman cannot be out LBW
- The innings will conclude when either all the overs have been bowled or all six batsmen have been dismissed. The final batsman can continue batting with a runner but the runner must be the last batsman out.
- At the start of the match both sides must submit their team to the scorers
- With the exception of the first match of the group stages and the first semi-final the coin toss should occur in the changeover between innings of the previous match. For the first group game and semi-final the coin toss should be carried out as soon as reasonably possible
- All six batsmen should be padded up and ready to bat at the start of their teams innings
- After 20 runs a batsman must retire. If, however, there are overs remaining after all other batsmen are out, the retired batsman may return to finish his/her innings (retiring again at 40 if there are other retired batsmen waiting to return) – batsmen must return in retiring order

No-balls and wides

A ball should be signalled as wide if:

- it passes more than 35 inches outside middle stump on the off side (this will be marked on the pitch) ***or***
- it passes down leg side and outside the legs of the batsman ***or***
- having bounced it passes the batsman above shoulder height (if the batsman were to be standing upright) ***and***
- the ball does not touch any part of the bat or batsman

A ball should be signalled no-ball if:

- the bowler oversteps the popping crease (or cuts the return crease) prior to delivery of the ball ***or***
- the ball bounces twice before reaching the batsman ***or***
- the ball passes the batsman at waist height or above without bouncing ***or***
- any member of the fielding side talks once the bowler has started his run-up (i.e. no sledging)

The first two wides or no-balls in an over will score two runs to the batting team and must be re-bowled. All subsequent wides or no-balls will incur a penalty of four runs to the batting side but will not be re-bowled (i.e. maximum of eight balls in an over). The exception to this will be the final (fifth) over of each innings where all wides and no-balls will score two runs and a full six legitimate deliveries must be bowled.

Additional runs may be scored from wides and no-balls and will count accordingly

Points – group games

WIN – 2 pts
TIE – 1 pt
LOSS – 0 pts

Rules in the event of two or more teams being on the same number of points following completion of the group stage

After the group stages have been completed any teams level on points will be separated on the basis of the following:

1. the head to head result between the teams involved
2. the wickets difference between the teams involved (i.e. wickets taken minus wickets lost)
3. total wickets taken in the matches between the teams involved
4. wickets difference in all group matches
5. total wickets taken in all group matches

If this fails to separate the teams then all teams involved will take part in a sudden-death bowl off. Each team will select one player to bowl and (well you can guess the rules).

Rules in the event of a tie in semi-finals and finals

In the event of a tied semi-final the team losing the fewest wickets will progress to the final. If this still results in a tie then the two teams will take part in a sudden-death bowl-off (as above).

In the event of a tied final the team losing the fewest wickets will be declared the winner. If this fails to separate the sides then the cup/plate will be shared.

Umpires, scoring, other

Whilst Bidborough and Speldhurst will try to source as many umpires and scorers as possible to reduce the burden for visiting teams we do ask that all teams where practicable provide an umpire and scorer for the duration of the Competition who will be called upon if required.

Can all teams bring a used (but in good condition) ball (regulation size for Under 13s – 4¾oz) which will be put in a ball pool with the umpires for each match choosing a ball to be used (for the whole match) at the start of the first innings.

All questions of eligibility, qualification of players or interpretation of the Rules shall be referred to the Management Committee at the earliest opportunity. Any decision made by this committee will be final (whether it's right or wrong)!

Please note that the umpires' reserve the right to award five penalty runs against any team for whom a player, coach or parent argues with an umpire's decision.

The 2012 HomeGuard Cup – Report

2012 saw the first of what is hoped to be the annual U13 'six a side' tournament. The concept of the HomeGuard cup 'six a side' competition was conceived by a few enthusiastic members of Bidborough & Speldhurst Cricket Clubs frustrated at the limited number of cricket matches offered to youngsters particularly given the rain which blighted the beginning of the 2012 season. Two clubs but one vision, More cricket for kids.

On the 12th August young cricketers battled it out for the honour of becoming the inaugural winners of the HomeGuard Cup. 8 Teams from Lingfield, Plaxtol, Castle Hill, Withyham, Flimwell joined Bidborough (2) & Speldhurst at two venues. Four teams met at Bidborough & four teams went to Speldhurst. Each venue saw the teams battle it out in 6 a side limited overs round robin format with the teams finishing 1st & 2nd at Speldhurst travel the short distance to Bidborough to battle it out for the HomeGuard Cup semi-final & the teams finishing 3rd & 4th at Bidborough travelled to Speldhurst for the Plate semi-final.

Spectators at both venues were treated to some wonderful entertaining cricket & the BBQ & bars at both venues made for a wonderful atmosphere. There's no doubt the kids loved showing off their skills with many of the kids asking if the event would be held again next year.

The HomeGuard cup final at Bidborough was fought out between Withyham & Flimwell with Withyham winning. The Plate final at Speldhurst was played out between Bidborough & Plaxtol with Bidborough being victorious.

Do's & Don'ts

Players:

DO

Remember the spirit of cricket – fun, respect, friendship, teamwork.
Encourage your team mates and appreciate good play by both sides.
Listen to your coaches.
Be sympathetic to other players who make a mistake. Encouragement not criticism.
Remember that hard ball cricket can be a dangerous game. Keep watching and pay attention.
Remember that losing graciously is as important as winning humbly. The result is not the be all and end all.
Appreciate that your coaches are trying to ensure everyone gets a chance to play. There may be occasions when you don't get to bat or bowl, or have to "sit out" a game. This has nothing to do with your own ability.
Remember to clap the opposition batsmen, and to shake hands with players and umpires at the end of a game.
Turn up promptly for matches, ready to play.
Support your own team when you are waiting to bat or have batted, rather than playing games and ignoring the cricket.
Smile and have fun.

DON'T

Criticise fellow players or "bait" the opposition.
Get down on yourself if you make a mistake. We all get things wrong sometimes.
Make personal comments to other players that may be taken as offensive or rude.
Play solely to win. Cricket is about far more than winning and losing.
Argue with the umpire or question a decision. Ever!!
Forget to smile and have fun.

Parents:

DO

Encourage your children to read and understand the Dos and Don'ts above and gently reinforce them if they stray.
Provide support and praise for your child, and other children, rather than criticism
Take an active interest where possible in their play.
Feel free to offer coaches assistance in respect of umpiring, scoring, preparation of ground etc. Coaches have an awful lot to do!
Appreciate and recognise good play by opposition players as well as from your own side.
Leave the coaching to the coaches unless asked to assist. Children can get confused by mixed messages.
Ensure your children have the correct kit and, if needed, medical supplies.
Enjoy the atmosphere and ethos of BCC and SCC and feel part of the festival.

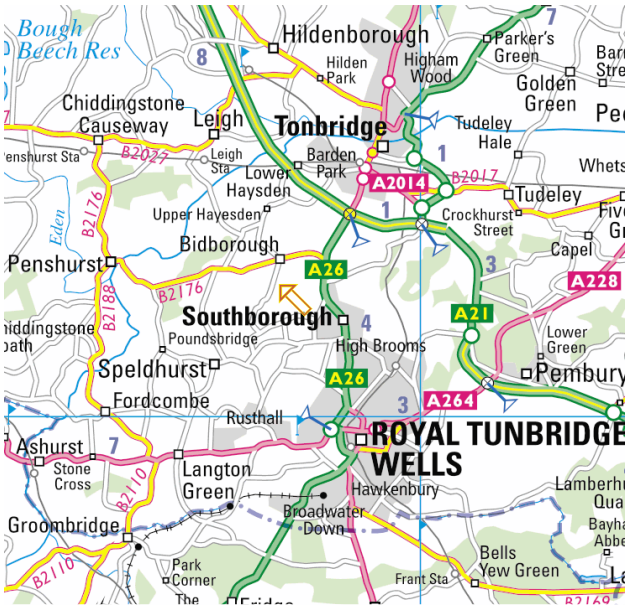
DON'T

Criticise your child, or any other child, or the decisions of an umpire
Promote a "win at all costs" ethos to your child.
Expect perfection from any child. Cricket is a complex game and takes years to even partially master.
Forget to enjoy and have fun too!!

DIRECTIONS TO VENUES

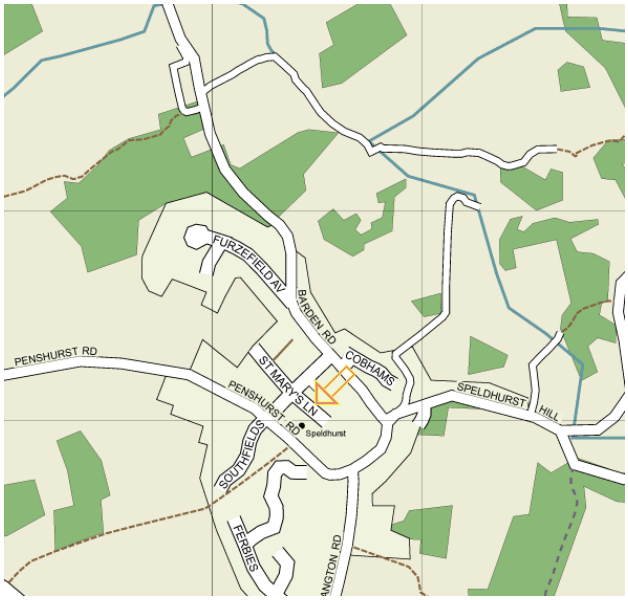
Bidborough CC

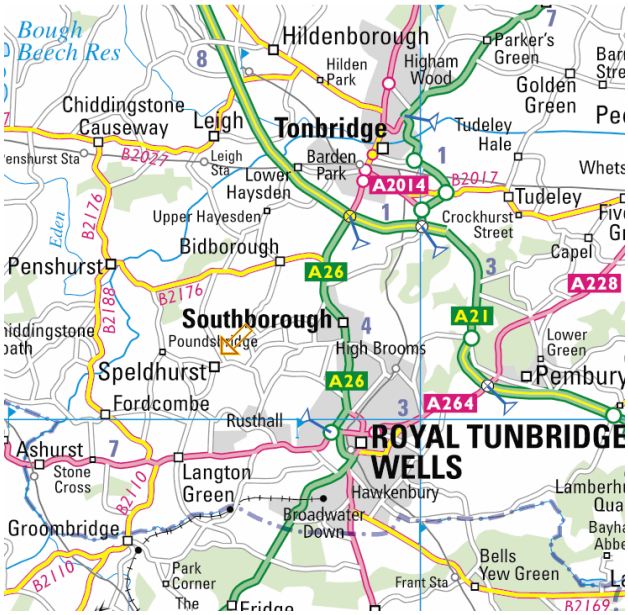
Arthur Nicholson Recreation Ground
Spring Lane
Bidborough
Tunbridge Wells
Kent
TN3 0UE



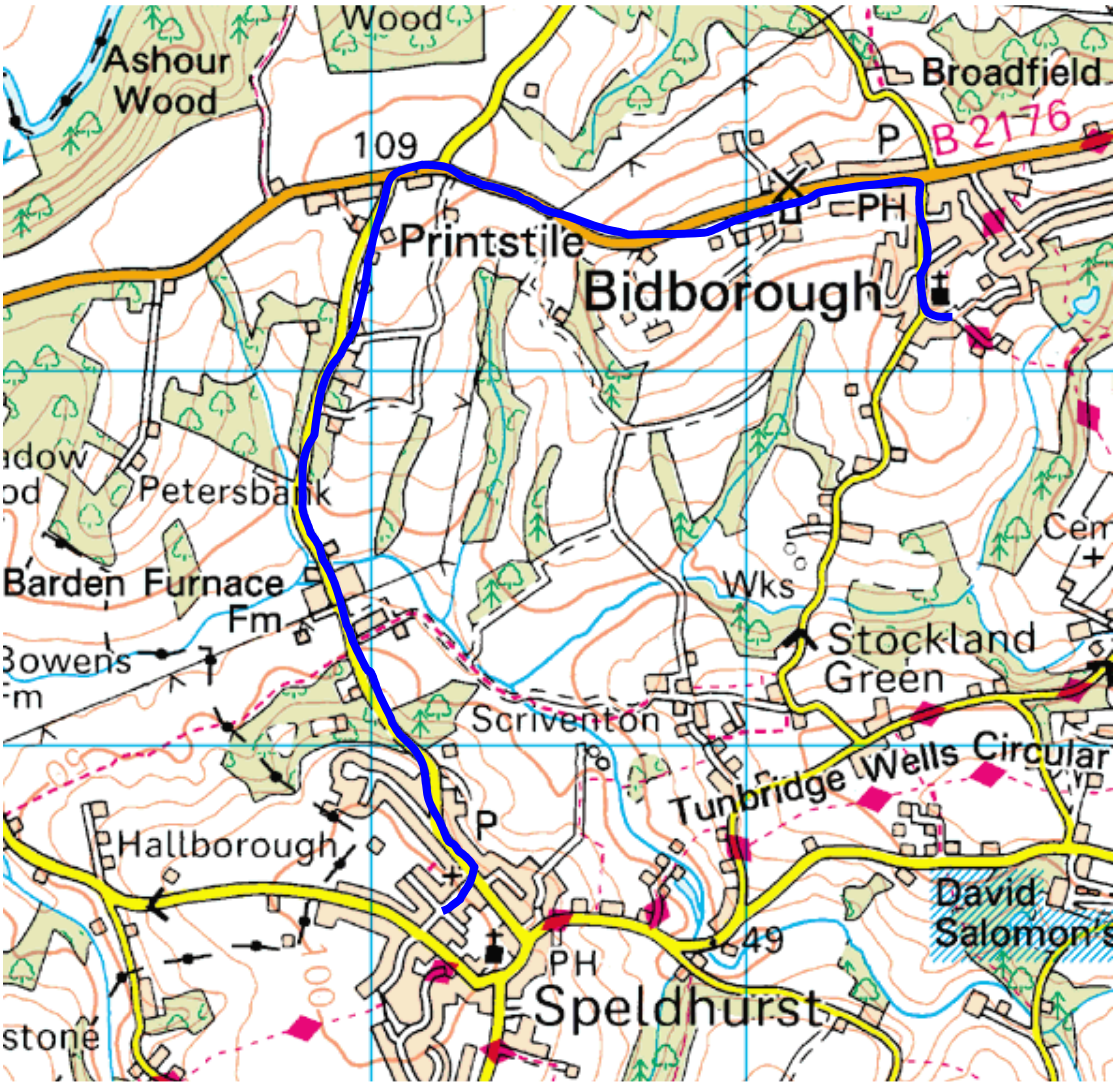
Speldhurst CC

Recreation Ground
St Mary's Lane
Speldhurst
Tunbridge Wells
Kent
TN3 0PP





TRAVEL BETWEEN BIDBOROUGH/SPELDHURST (Suggested route)



Parking

Car parking will be available ‘pitch side’ at both grounds – in the event of difficulties finding venues or with parking please call either Justin Gardner or Pat Rossiter (depending on venue) on the numbers shown on the front of this document.