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SUPER9S DEVELOPMENT CRICKET

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Introduction

The natural progression in our sport (for those that wish it), is to find an offer that is appropriate for each person. Working with people with disabilities in our sport presents us with many different and sometimes complex challenges.

Progression for people with disabilities in cricket can look and feel very different for each individual and it is important that we as coaches, managers and deliverers ensure that we understand and are able to offer cricket opportunities that challenge those taking part, but at the same time, ensure that the targets that are set (by us as well as those taking part) are within reach.

We are determined to continually develop the disability cricket pathway whereby each step along the way provides opportunities for people to take part in our game, in a safe and appropriate environment. The pathway will always offer further progression, which at the same time offers hope and aspiration too, however, we are mindful that some people will find a level along the pathway that is right for them. Our job is to ensure that whatever that level is, the offer is of the highest standard it can be, would stand-alone if required, and is perceived in the highest possible light.

There are a growing number of county cricket boards who are working in partnership with the Lords Taverners implementing the Super1's programme. This as a stand-alone offer is a fantastic way to introduce people with disabilities into our sport. Sessions run up and down the country give those individuals opportunities to express themselves in a cricketing sense and locally, compete in some challenging match play.

In time some of those people taking part in Super1's may feel the urge to progress and as such the ECB have developed a platform (or a step on the pathway) to accommodate this.

Super9's as a concept has been around for almost a decade now and in principle, works well with respect to its potential flexibility. As it has developed and grown, it became apparent that two distinct 'tiers' of Super9's was required.

We have a number of established Super9's teams who play in national competitions each year, which works fine, however, we also needed to create a provision for new teams, new players, teams that have been created through Super1's work. This we have done by investing in the ECB's Super9's Development Cricket offer.

Super9's Development offers a much wider and informal approach to flexibility than the 'National' format of Super9's. Super9's development gives both players and facilitators options to provide formats of cricket that would make the playing experience for those taking part much more fulfilling and enjoyable.

The rest of this document explains the formats and flexible options available.

Kind Regards

Richard Hill MBE

ECB Disability Cricket Competitions Manager

Player Profile

It is very important that we understand the people who we wish to play in Super9's Development. The whole point of this environment is to develop people with disabilities who fall within the following 'categories':

- Disabled People NEW to our game
- Disabled people who have taken part in LT Super'1 programme
- Disabled people who would develop in this particular environment without feeling pressured or would be 'side-lined' by others with enhanced abilities and capacity.
- Disabled people who form part of a new county disability offer where the group's majority fits one of the above criteria
- Disabled people who would benefit from a low level of competition that is NOT result driven.

Super9's development cricket is NOT designed for:

- Current England PD and / or LD squad members.
- Players who are part of the regional centres or the Lions set ups.
- Players who take part in Saturday league cricket.
- Players who DO NOT have a genuine disability.

Eligibility



All levels of structured competitive disability cricket that sit above the Super9's Development require a level of disability sport classification. Super9's Development does not require this.

In order to ensure that the development platform remains appropriate for those taking part, each player must be able to evidence a form of disability. This may be the fact that they attend school and require additional needs or attend day services or other organisations where additional support is required.

Unlike the Super9's national competition or the D40 league, we do not ask players to supply evidence to ECB, we just ask that you as managers are satisfied that each player is suitable to play in this environment.

Cricket Format Offers

Flexibility is key when delivering Super9's Development sessions. The over-arching aim of Super9's Development is to create sessions / games where the participants have fun and have an enjoyable experience and are left wanting more!

Results are unimportant as this environment is about introducing players to a structured format of team play and teaching each person how to be an active member of their team and contribute in a positive way.

In light of this, we actively encourage teams to try different formats and would in fact advise teams to keep a 'bank' of different options available so that the most suitable can be used dependant on the player profiles taking place.

Below is a list of different formats that can be used; however, this is by no means an exhaustive list and should you have other formats / drills that you have used, we would be very happy to add those to our list too.

Pairs Cricket

A commonly used format amongst children. This works well with disability groups as batters are able to bat for set lengths and not worry about being out. It also ensures that all players get to have a bat. There are many ways of playing pairs cricket, below is one set of rules:

Pairs Cricket Rules

1. Games will be played with either 8 or 10 players.
2. 8 players a side games will last a total of 20 overs per innings. 10 player a side games will last a total of 25 overs per side.
3. For games with 8 players, bowlers will be restricted to bowl 4x6 ball overs in an innings.
4. For games with 10 players, bowlers will be restricted to bowl 5x6 ball overs in an innings.
5. If a bowler bowls a wide (any ball delivered down the leg side or any ball delivered sufficiently wide on the offside as deemed by the umpire, then 2 runs will be added to the batting total and no extra ball will be bowled (except in the last over of each innings – see details below).
6. A no-ball will be signalled if the ball bounces more than once before reaching the batsman.
7. A no-ball will be signalled if a ball reaches the batsman on the full and its height is deemed above waist height.
8. No-balls will not result in an extra ball being bowled but two extra runs will be added to the batting total (except in the last over of each innings – see below).
9. In the last over of each innings, no balls, and wides as described above will realise 1 run extra, however, extra balls will need to be bowled, until six legitimate deliveries have been made.
10. Batsmen will bat in pairs for 5 overs, (irrespective of the number of players per side).
11. All 5 overs will be completed even if a batsman is out during the overs.
12. If a batsman is out, a penalty of 5 runs will be deducted from the batting total and the batsmen will change ends (unless the wicket falls on the last ball of the over).
13. At the end of each over, the field changes round and prepares to bowl from the opposing end.
14. Each batting team starts from a base score of 100.
15. Scoring runs in this version of pairs cricket is achieved in the normal way i.e., batsmen must

run between the wickets in the conventional way or hit the ball over the boundary to score.

16. Runners are permitted if required

17. At the completion of an innings the batting team's score will include the base line score of 100. For example, should a batting team score 125 and lose 6 wickets during their innings, the final score for the innings would be: $100+125-(6 \times 5) = 195$.

18. The winner of each games will be based on the final gross score of each team.

Limited Over Formats

Playing a conventional game can also work with a number of groups, however, you may have to look at the lengths of games. Playing 10,15, 20 or more overs a game will work well. Sometimes the shorter games work better with those players who may find concentrating for long periods a challenge. Likewise, players with physical disability may also prefer to play shorter formats due to physical challenges.

Festivals and One v One Games

Holding festivals days has proved to work really well with a number of groups and teams. If its possible to find multiple-pitch venues its then possible to have multiple teams in attendance playing multiple mixed format games.

We would also encourage teams to talk to their near neighbours to arrange single games between them, again, any suitable format could and should be used.

Three-Team Games (D3C)

A new format of cricket that involves three teams playing at once would lend itself perfectly to some disability groups. The three-team format offers reasonable break periods for each team during games, allowing rest and concentration breaks.

The current rules of the three-team format (D3C) are:

D3C Rules

1. A game is contested between 3 teams of 8 players each.
2. The match is played over 36 overs in two halves of 18 overs with a break at halftime.
3. Teams bat for one innings of 12 overs split between two 6-over periods, facing one opponent in the first half and the other opponent in the second half.
4. In the first half, teams rotate from BATTING to BOWLING to the PAVILION with the starting positions determined by a draw.
5. In the second half, teams' bat in order of the highest scores in the first half and if scores are tied, the first half order is reversed.
6. Teams bat in pairs. Each pair will bat for three overs. The first two pairs will bat in the first half and the second two pairs bat in the second half.
7. All teams will start with 100 runs. When a batter is out, 5 runs will be deducted from the teams score
8. Each bowling team has the use of one new ball for their full 12 overs which is used for both opponents.
9. A maximum of three overs per bowler is allowed, which can be bowled in any permutation to either opponent.

10. Teams may use roll-on roll-off fielders at any time during a match. Substitute fielders may not bat or bowl during a game
11. Wides and no-balls will add TWO runs onto the batting team's score. No extra ball will be bowled.
12. A match can only be shortened by weather to 18, 24 or 30 overs in terms of a formula laid down by D3C.
13. The team scoring the most runs at the end, will be deemed as winners

In summary

Super9's Development cricket is for new and fledgling players to our game and the ECB will fully support counties who wish to embark on structured lightly-competitive cricket that uses a multitude of formats to enable game play for people with disabilities.

The objective for Super9's Development cricket is to get more and more disabled people playing our game and, should they wish, to progress along the disability cricket pathway as they may desire.

Some players may aspire to remain in the development arena and indeed, for those players, we need to ensure that this 'product' remains appropriate and relevant at all times.

