

## Background

A number of clubs are still struggling to attract participants on a regular basis, given the competing demands and other interests that people have in their lives. Fochabers feels that the time taken to complete a game of cricket, is not helping this situation and would like to propose a reduction / changes to the playing durations.

It is also felt that limited opportunities were presented to showcase the facilities available. As such an increase in home fixtures on the schedule will help to give back to current Sponsors and possibly engage future supporters, by providing better value for money on advertising.

Taking the opportunity to try shorter durations for games along with more home fixtures in the development league, it is hoped will help to promote more participation from players old and new and increase development of all players.

Each of the proposals below are 'stand alone' proposals to be discussed by clubs and voted on at the AGM in February 2024.

## Proposed Changes

### **1. Remove the current T-20 (Round-Robin) fixtures.**

The three-team round-robin format seems to defeat the intentions of the 20 Over format by making it one of the longest fixture days on the entire calendar. A lot of players get frustrated with hanging around or are unable to commit to play as the time taken is detrimental.

### **2. Reduce the Cup Competition to 20 Overs.**

Previously played as 30 Overs. Reducing to 20 Overs will keep a T-20 format within the development fixtures. Straight knock-out competition. Start with local fixtures. The further a side progresses the further they may have to travel. Idea is to produce some shorter duration fixtures, with the desire to make more accessible to more players.

### **3. Reduce the League Fixtures to 30 Overs.**

Previously played as 40 Overs. Reducing to 30 Overs will make the durations of the league fixtures more manageable and also desirable (potentially saving in the region of 90mins from a fixture). The intention of the development league should be to give all sufficient playing time but not put people off because games take too long. It is believed a reduction in duration will benefit all players.

### **4. Home & Away League Fixtures.**

Incorporate both home and away league fixtures as part of the NoSCA Development League. Thus, playing each team twice in the season.

Recent seasons has seen only a handful of home fixtures being played at some clubs. By playing an increased number of home fixtures, it provides clubs more opportunity to promote their facilities and give value for money to Sponsors. Whilst also lowering the 'per-fixture' grounds maintenance costs, which are required to be undertaken anyway.

### **5. PINK Coloured Cricket Balls (Of Appropriate Standard).**

All Development Competition Fixtures to be played using a PINK coloured cricket ball (of appropriate standard). The pink ball is easier to see for all involved (players, umpires, scorers, and spectators), especially at grounds with darker backgrounds / surrounded by trees, or matches being played in gloomy light conditions. This would likely help with player safety and confidence.