



MIDDLESEX DEVELOPMENT LEAGUE

MDL 5: 2016

FREQUENTLY ASKED QUESTIONS



www.mdl.play-cricket.com

Q. What is the Middlesex Development League (“The MDL”)?

A. A league that Middlesex Cricket setup in 2012 to respond to the needs of clubs in relation to the ongoing development of younger players. Namely: to bridge the gap between age group cricket and adult sides; provide an additional platform for young players to express their abilities in a longer format of the game; integrate young players more effectively into an adult environment.

Q. How many teams enter The MDL?

27 teams competed across 7 Groups in MDL 4. Additional entries are now being taken for MDL 5.

Q. How does a club become eligible to enter?

A. Entry is open to any club that is: a) affiliated to MCB; and b) holds, or is actively working towards ECB Clubmark accreditation. Entry is confirmed via an email to ian.moore@middlesexccc.com with the club contacts’ details, such as: Club MDL Lead; Team Coach/Manager; Team Captain; Fixture Sec.

Q. Is there an entry deadline?

A. Yes, all new entries for MDL 5 must be confirmed by Monday 30th November 2015.

Q. When do Development League matches take place?

A. On Sundays, once school/college/university exams are out the way: first Group stage matches are provisionally scheduled to take place on Sunday 19th June 2016 (1.30pm start).

Q. What is the make-up of a team?

A. A minimum 7 (resident) players must be Under 21 or below. The other four are not age-restricted.

Q. Are overseas players eligible to play?

A. A maximum of one registered “overseas” player is currently eligible to play in any MDL match (however, **Batting and Bowling Restrictions** apply – see below). If an overseas player is selected, he must be done so at the expense of an over 21, even if he is under 21 himself. No County-contracted player may play in the MDL.

Q. If we don’t have enough U16-U21 players, can we field a combined XI with another club?

A. Yes. Two such teams already enter: ‘Hackney’; and Hillingdon Youth Cricket Alliance (HYCA).

Q. How much does it cost to enter?

A. In 2015, the entry fee was set at £39. This is expected to remain the same for 2016.

Q. What clothing do players wear?

A. All players must wear a minimum of a coloured shirt (not pink or white), ideally with coloured trousers, too (though these are not mandatory). This has proven very popular with young players.

Q. What other equipment is required?

A. Matches are played with the Pink Tiflex ball (supplied by the league at best prices). Note: black sightscreens are NOT required. League stumps (blue) are provided at a discount.

Q. What is the format of cricket?

A. Age group cricket such as that organised by the MCA at Under 15 and Under 17 level is all played over 20 overs. This competition seeks to expose young players to a longer form of the game than what they may be used to. In the Group Stage (6 matches), matches last 80 overs, with the first innings replicating the MCCL principle of batting a maximum of 55% of the overs available (44 overs).

In the Knockout Phase (Quarter-finals onwards), teams play overs cricket (40 overs each).

Q. How are Groups allocated?

A. The organisers divide teams into groups based on six consecutive Sundays in June and July. Historically, these groups have been allocated primarily on geographic proximity to one another, to minimise travelling time. However, a club’s expected playing standard can also be taken into account.

Q. Why is the Group Stage match format “declaration” cricket?

A. To replicate the format of Saturday league cricket: to educate young players not only in how to construct an innings/bowl in a similar fashion to that required on Saturdays; but also to encourage tactical awareness so that teams can maximise their performance on any given day (see pts system).

Additionally, other purely overs-based Sunday leagues have often suffered with the quality of the matchday experience when one side is stronger than the other, since the game is effectively over at halfway: this competition retains the principal challenge of Saturday cricket – the wherewithal to take 10 wickets when bowling second (as opposed to just bowling economically) to win the game.

The Knockout Phase replicates the format of Sunday cup cricket: providing valuable experience of overs cricket of a similar length to that found in the Middlesex Cup and the ECB National Knockout.

Q. What is the points system in the Group Stage?

A. Same as County; Championship; 1987 leagues (Win-10; Winning Draw-4; 1 Losing Draw-1; Loss-0).

Q. Batting and Bowling restrictions

A. The competition’s first principle is the development of *young* players. Therefore, restrictions are placed on the involvement of the overseas and over 21 players.

Only two batsmen from the maximum of four Over 21s/Overseas player may bat in the top six.

Equally, ECB **Fast** Bowling directives apply to protect young players from injury. The maximum overs per spell and per day for each age group are given in the following table:

Age / Max. Overs	Per spell	Per day
Up to U13	5	10
U14 – U15	6	12
U16 – U19	7	18
U20 – U21	7	18
Overseas/Over 21	5	5

For the purpose of these Directives, a fast bowler is defined as a bowler to whom a wicketkeeper in the same age group would in normal circumstances stand back to take the ball. In the Knockout Phase, it is limited overs (max. 8 overs *all* U21 bowlers; others, max. 5 overs)

Q. With only 6 league matches, what happens if matches are rained off?

A. Clubs are permitted to re-arrange abandoned fixtures on a midweek day, provided they are completed a minimum of 3 days before the end of the Group Stage (Sunday 24th July 2016, provisionally). A minimum of 52 overs must be available to constitute an official MDL match.

Q. Do we need to provide officials?

A. Yes. All clubs provide a scorer for all matches, plus an umpire for their *home* games. It is also the home team’s responsibility to upload the full scorecard to play-cricket. A panel umpire is provided by MCB ACO, and an umpire assessor sometimes attends to mentor the standing panel umpire.

Q. How does the The MDL view ‘the spirit of the game’?

A. The ECB National Playing Survey has been answered by more than 50,000 individuals since 2013. The ‘Spirit of the Game’ is identified by players as the most important game day factor that contributes to a great game of cricket. The umpires are present to assist with upholding this principle.