

## Guidance for Chesham junior team managers

Revised : 2024

### Team managers role

A Team Managers primary role is to ensure a team remains as inclusive and enjoyable to play for as possible. A Team Manager is not judged by on field results, they are judged by players continuing to attend the club and play in subsequent matches and seasons.

Participation across all skill sets is key to retaining players. Retaining players is key to developing a strong squad that want to play for each other. In turn this leads players developing their game to their potential. Results are a consequence of players fulfilling their potential.

The following guidance should assist in this process.

### Team players

Players will have a primary team for which they play, usually containing players of their own age group / school year. In some circumstances it is possible for players to play outside their natural age group (both up and down) if this is deemed by the club to be in the best interests of the development of that individual. In such circumstances those players are NOT generally available to play for their natural 'school yr' group regardless of the particular match or situation.

To the best of the ability of the team managers / administrators, all players in a squad should play the same number of games for their primary team during a season regardless of their perceived standard.

### Age group squads and teams

We are fortunate enough to have fairly large squads of players at every age group. This is reflected by the fact we run 2 teams at most ages.

A squad size of approximately 13/14 keen players is needed to get 10/11 players out for every game. For a second team it is usually more difficult to get 10/11 players, a larger squad of 16/17 is typically required. However it is rare to have an age group of around 30 players, much more common is low 20s. This is too many for 1 team, but usually insufficient for 2.

Bucks Cricket rules have changed regarding how many times anyone should play for a stronger team before being ineligible for a weaker team. Rule 1.02 simply stipulates that 'second teams should not be strengthened for key matches'.

Notwithstanding the change in Bucks Cricket rules we should still endeavour to ensure the stronger players play predominantly for an 'A' team and the weaker players given as many opportunities as possible in any 'B' / 'C' team.

With a squad size of low 20s, a common pattern is to identify the top 6/7/8 players. These players then only play for the 'A' team. The remaining 15/16/17 players form the 'B' squad and are eligible to play all the B team games. To get to a team of 11, the 'A' team will need to call on around 4/5 players from the 'B' squad for each game. The 'A' team players would be the first group any older age group would call on to fulfil their fixtures.

This pattern is important to ensure we can fulfil all the 'B' team games.

### Team hierarchy + calling up players.

Should teams find they are short of players for a match they should look to the team 1 position below them in the natural hierarchy : u15A, u14A, u14B, u13A, u13B u13C etc.

Team managers should NOT jump over whole teams REGARDLESS of whether they deem a player 2 or more teams away in the hierarchy as a 'better' player or not. Only if insufficient players in the team 1 away in the hierarchy are available is it reasonable to go one further down the hierarchy.

Player safety remains paramount. If a team manager believes the available players from 1 team away would not remain safe they should inform the junior committee / coaches of any decision to select players more than 1 team away over such players.

For example, if we have u14A, U14B then U13, it is not acceptable for an U14A team to ask any U13s to play unless insufficient suitable U14B players make themselves available in a reasonable timeframe.

### Team captains

#### u14/u15

By u14/15 it is usual for a limited number of players to be happy taking on the role of a captain and the remainder of the squad be happy for those individuals to be match day captain. Captaincy should be rotated around the 2/3/4 players that want to take on the role. Team managers should only discuss any game plan before the start and during the innings break. Team managers should not offer any advice or instruction during the course of a match.

#### U12/13

At u12/13 the majority of the players should be given the opportunity to captain a match. Within a league season the role should be shared equally amongst those players. In practice no junior should be captain for more than 2 games in a single season. During a match the team managers should limit themselves to asking relevant questions and NOT provide any instruction. Captains must be allowed to make mistakes.

#### U10/11

At u10/u11 all players should be given the opportunity to captain a match within the limitations of the number of fixtures played. In practice no player should be captain for more than 1 game in a season. Captains will need a lot of input from team managers however team managers are encouraged to get the captains to make the final decisions – regardless of how wrong you might think they are. Players must be allowed to make mistakes.

### Fielders

All players should field in a full range of positions. As a general rule no player should remain in one type of position for more than 25% of the game.

### Wicket keepers

All teams must look to develop at least 2 wicket keepers. Wicket keepers can either be keepers for approx. 50% of a match and share duties or be a keeper for alternate matches. At younger age groups the more wicket keepers you can develop the stronger your team will be. If you swap keepers in a game you should look to do so when there is a natural break – e.g. in a pairs game when the batters change.

### Boundary fielders.

Please ensure any boundary fielders are on the boundary, not vaguely close to it. Yes, international players on TV will often field 20m in from the ropes, however they are playing on very substantially larger grounds. 20m in from the boundary on most junior pitches including Chesham / Chesham Bois is inside the inner ring!.

### Close fielders

ECB has guidance on how close to the batter any fielder should be at the time the batter hits the ball. At U13 its 10m, at U15 its 8m (except behind square on the off side).

As a rough guide, no player should be closer than half a pitch length from the batter, apart from the wicket keeper. This is a player safety issue + needs to be adhered to. Umpires need to handle players that continually encroach.

### Slip fielders

Generally pointless until around u14/15, you are simply wasting a fielder at younger age groups.

### Backstops

By around U12s you should avoid having backstops, preferably earlier if you have sufficient quality bowling (accuracy) and keeper (can move sideways).

### Bowlers

#### League games

##### *u14/u15, 11-side*

All players that express a desire to have a bowl in a game should be given the opportunity to do so. It is preferable to have more than 7 players bowling in a game although by these age groups it is recognised several players may no longer wish to bowl.

##### *u12/13, 11-side*

Team managers must use their best endeavours to ensure 10 players bowl in every game – i.e. everyone in the team bowls 2 overs apart from the wicket keeper - regardless of the perceived standard of the individual bowler.

##### *u10/11, 10-side*

This age group is playing pairs cricket so everyone has to bowl 2 overs with a couple of players being permitted to bowl 3, but if and ONLY IF you only use one keeper in the game. If you swap keepers, all 10 players should bowl 2 overs each.

#### Knockout cup games

##### *u12/13/14/15*

Given the knockout nature of these matches it is permissible to only use 5 bowlers in a game, as defined by the current league rules. (4 overs per bowler – change from 2023).

##### *u10/11*

There is no cup competition for the younger age group.

### Batters

To the best ability of the team manager + captains all players should get the same number of opportunities to bat during a season. There is NO SUCH thing as a fixed position for any player.

## League games

### u14/15s

By these age groups it will be clear who is more adept at batting nearer the top and who is more likely to bat lower down. Players should be given as much opportunity to experience different roles + no single player should dominate a single or small subset of positions. Teams should look to develop multiple players at every batting position. If you split batting positions into pairs, no player should bat in the same pair two games in a row.

### u12/13s

All players must be given the opportunity to bat at a wide range of positions. As a general rule anyone that bats in the top 3 in one game should not bat in the top 3 in the next game they are available for.

### u10/11s

These age groups play pairs cricket so all players get to bat in pairs for 4 overs per pair. Teams should try to ensure pairs change each match and players get to experience batting at different parts of the innings.

## Knockout cup games

### u12/13/14/15

Given the knockout nature of these matches it is permissible to use what the team considers their strongest batting line-up. The players should be deciding this amongst themselves, the team manager is simply there as guidance. Change from 2023 - There are no forced retirements in cup games.

### u10/11

There is no cup competition for the younger age group.

## Batters + bowlers in any specific game

### League games

In any particular game, if bowling first, those that didn't bowl any overs must bat before anyone that bowled. If you batted first then all players that didn't get to bat must have a bowl before anyone that had a turn batting.

### Cup games

Whilst the general principles of everyone participating should be strongly considered, it would be permissible for only the strongest batters and strongest bowlers to participate IF and ONLY IF it is clear that an opposition will provide a close match. In early cup rounds this is often not going to be the case!. Use the opportunity to get all your players into form with actual match practice.

## Match balls

Match balls remain the property of the club. Team managers should retain all match balls to be used as spares for subsequent games – especially at the older age groups where more balls tend to get lost – and return all balls, both used and unused, to the club by the end of the season for use during subsequent training / matches / as match spares.

## Friendlylies

Team managers are free to arrange friendly fixtures for their teams. HOWEVER:

- Friendlies should only be arranged once ALL the league fixtures have been resolved, typically early April.
- For any home game friendlies, ALL pitch bookings MUST be approved beforehand (currently John H or Jonathan R) to ensure the ground is actually available for use. DO NOT SIMPLY ASSUME THAT BECAUSE THERE IS NOTHING IN THE FIXTURE LIST A GROUND IS AVAILABLE.
- Junior subscriptions DO NOT cover the costs of running friendlies. The club has set a match fee of £5 per player per friendly, regardless of whether its home or away. This would include 1 match ball per game. Team managers that organise friendlies are liable for collecting these match fees.