

The Role of the Team Manager in HJL Cricket.

The role of the team manager in HJL cricket is critical as they set the tone of how the game is played and it is through them the boys and girls learn how to uphold the “Spirit of Cricket”. Many people take on this role with a wide spread of backgrounds from parents to ex cricketers to old hands and new recruits. Consequently, the HJL Committee thought it worthwhile to put together a list of “Do’s and Don’ts”, which reflect best practice. This would be aimed at helping those new to the role but also as a reminder to old hands.

Do’s (Many of these points are covered in the Match rules outlined in handbook)

Before match day

- Ensure you have a current DBS check. Each Team must have a Match Manager with an enhanced DBS disclosure at every game.
- Ensure you have a First Aid Kit available at all matches.
- Ensure all your squad players are “bona fide” members of your Club.
- Ensure all your players and team managers have read the HJL rules relating to their competition. These are available in the handbook and on the website.
- Make sure all players and team managers are aware of new safety directives from the ECB – particularly with respect to short and full pitched bowling.
- Make sure you confirm fixtures with your opponents the week before matches.

On match day

- Make every attempt to arrive on time for matches.
- When delays become inevitable please let the opposition know.
- Always be aware of weather conditions and shorten the length of games to avoid finishing in darkness. – This should always be agreed BEFORE the game starts.
- Always consult with the opposing Team Manager before the game to make sure you agree on the match rules pertaining on the day.
- Bowl overs from one end to speed up game.
- Ensure your players respect the opposition at all times.
- Begin the Match Sheet before the game and make sure you complete it after the game.
- Give opportunities to all your players if not possible in any one game over the course of the season.
- Keep in mind this is supposed to be fun for everybody.

After match day

- Report the result via the App as soon as possible (home team only)

Don’ts

- Allow personal sledging of opposition players by your team. Particularly weaker players or lower order batsman.
- Allow players, parents or supporters to cheer mistakes by the opposition.
- Allow Parents or Supporters to shout instructions from the boundary. Any comments should be restricted to applause or encouragement.
- Allow parents, (other than the match-day manager), to become involved in match day matters.
- Run the game as if you were captain. A measure of common sense needs to be applied as to the age and ability of the players involved but how this might apply to any given match should be agreed between Team Managers before the game.
- Play during a Thunder and Lightning Storm.
- Play when conditions are dangerous due to light or any wet conditions under foot.