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Taunton & District Youth Cricket League 2016



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What our sponsors say...

Fullstop Fire and Security Limited are proud to be sponsoring the Taunton & District Youth Cricket League for the first time. Fullstop Fire and Security have many years experience in the home and business security field. We offer a wide range of services dealing with fire detection, intruder alarms, closed circuit television, and fire safety. Our key clients include Somerset County Cricket Club where we provide quality service specific to their needs. We offer a quality assured and renowned installation service to all clients and will also maintain existing systems.

Fullstop Fire and Security are delighted to be involved, and particularly pleased that the number of team and club entries continues to rise. There are now over 100 teams entering in the three age group categories and even more with the

under 17's cup competition. The under 15's cricket is 11 aside 20 over's and one division of the under 13's section is also 11 aside. The remaining under 13 leagues and under 11 teams play 8 aside "Barrington" cricket and will give all players the opportunity to bat and bowl. The under 13's cup competition which is the route to County and National Tournaments will be played on an 11 a side basis as will the cup competition for under 15's.

The support is phenomenal with so many committed helpers at each of the clubs, not only the Managers and Coaches but parents and players. Compete with good spirit and have fun.

Club Youth Secretaries

See `TDYCL Website`, section 4

Managers

See `TDYCL Website`, section 4

Manager / Coach Responsibilities

Managers/Coaches shall be responsible for the conduct of players both on and off the field of play and will work together to ensure games are played in the right spirit and to the best traditions of the game.

The HOME Manager will confirm fixture with Manager of the AWAY team by the Wednesday of the fixture week advising venue, type of pitch - grass/artificial and start time. Arrangements regarding possible late cancellation in the event of adverse playing conditions will be agreed bearing in mind travelling distances involved.

Each club will provide a scorer and an umpire.

The laws of cricket will apply to all age groups. There will be no option for the manager/coach but to follow the laws. Agreement by managers/coaches beforehand to exclude certain rules is not permitted. Umpires must be consistent. Whilst coaching is not permitted it is in order for Managers, even if umpiring to give friendly advice, in general terms to all players.

Reporting Results Procedure (see TDYCL Website section for more information)

Results are recorded on the <http://tdycl.org.uk> website. BOTH home and away teams must record a result. Results must be recorded for all outcomes; win, loss, tie, cancelled, abandoned, postponed due to cup game taking precedence - all require a result to be entered.

Results must be recorded before midnight on the Monday of or following the match. The Monday deadline is necessary to get up-to-date results and tables to local press.

Cup Results are handled by the collators as below (not managed via the website):

Under 11	Paul Bulbeck	bullyp38@btinternet.com
Under 13	Paul Bulbeck	bullyp38@btinternet.com
Under 15	Amanda	amandacounsell@yahoo.co.uk
Under 17	Duncan Short	duncan.short@towergate.co.uk

Match Rules

Under 11 years – 8 A SIDE PAIRS – LEAGUE, CUP AND PLATE

1. Each team shall comprise 8 players
2. ECB recommendations:
 - the pitch shall be 20 yards
 - stumps 27" x 8"
 - ball 4 ¾ oz
3. In all matches no fielder shall be allowed to field nearer than 11 yards from the middle stump except behind the wickets on the off side
4. Each game shall consist of 1 innings per team. Each innings shall be of 16 overs duration
5. Each team shall commence its innings with a score of 200 runs to which are added runs as scored. Runs are deducted as 'lives' are lost
6. The batting team shall be divided into pairs
7. Each pair shall bat for 4 overs
8. The batters shall have unlimited 'lives' but each 'life' lost shall result in 6 runs being deducted from the score
9. The batters shall change ends at the fall of each wicket except on the last ball of the over. The dismissed batter does not face the next ball
10. Each player of the fielding team must bowl with the exception of the wicket keeper. No bowler to bowl more than 3 overs. The laws of cricket will apply at all age groups. Agreement by managers and coaches before hand to exclude certain laws is not permitted.
11. The winning team shall be the team recording the higher number of runs after deductions for fall of wickets
12. In the event of the scores being equal in a league game the result shall be a tie.
13. In the cup and plate competitions the normal league competition rules apply with the addition that should the scores be equal, the team losing the least wickets will progress. Should the wicket loss be equal then the team with the highest run total at the start of the last over shall progress. Should that score be equal the run total at the start of the penultimate over shall be taken into account and so on back through the overs.
14. If a player is injured his/her place may be taken by a reserve
15. If a team is short the fielding team may select the player to bat twice
16. League points awarded:
 - win - 3 points
 - tie - 2 points
 - no result - 1 point
17. If both managers agree the match can be played as 10 a side, 20 overs each innings, no bowler to bowl more than 4 overs.

Under 13 years – 8 A SIDE PAIRS LEAGUE

1. Each team shall comprise 8 players
2. ECB recommendations:
 - the pitch shall be 21 yards
 - stumps 27" x 8"
 - ball 4 ¾ oz
3. In all matches no fielder shall be allowed to field nearer than 11 yards from the middle stump except behind the wickets on the off side
4. Each game shall consist of 1 innings per team. Each innings shall be of 20 overs duration
5. Each team shall commence its innings with a score of 200 runs to which are added runs as scored. Runs are deducted as 'lives' are lost
6. The batting team shall be divided into pairs
7. Each pair shall bat for 5 overs
8. The batters shall have unlimited 'lives' but each 'life' lost shall result in 8 runs being deducted from the score
9. The batters shall change ends at the fall of each wicket except on the last ball of the over. The dismissed batter does not face the next ball
10. Each player of the fielding team must bowl with the exception of the wicket keeper. No bowler to bowl more than 4 overs. The laws of cricket shall apply at all age groups. Agreement by managers and coaches beforehand to exclude certain laws is not permitted.
11. The winning team shall be the team recording the higher number of runs after deductions for fall of wickets
12. In the event of the scores being equal the result shall be a tie
13. If a player is injured his/her place may be taken by a reserve
14. If a team is short the fielding team may select the player to bat twice
15. League points awarded:
 16. win - 3 points
 17. tie - 2 points
 18. no result - 1 point

Under 13 years – 11 A SIDE 20 / 20 LEAGUE

1. Each team shall comprise 11 players
2. ECB recommendations:
 - the pitch shall be 21 yards
 - stumps 27" x 8"
 - ball 4 ¾ oz
3. In all matches no fielder shall be allowed to field nearer than 11 yards from the middle stump except behind the wickets on the off side
4. Each game shall consist of 1 innings per team. Each innings shall be of 20 overs duration.
5. When a batsman reaches or passes the personal total of 30 runs they must 'retire' and will not be allowed to return. A batsman can continue their innings beyond 30 if their retirement would end the innings before the agreed number of overs have been bowled.
6. No bowler to bowl more than 4 overs.
7. The winning team shall be the team recording the higher number of runs
8. In the event of the scores being equal the result shall be a tie
9. League points awarded:
 - win - 3 points
 - tie - 2 points
 - no result - 1 point

Under 13 years – 11 A SIDE CUP – ECB NATIONAL CLUB CHAMPIONSHIP.

1. Each team shall comprise 11 players
2. ECB recommendations:
 - the pitch shall be 21 yards
 - stumps 27" x 8"
 - ball 4 ¾ oz
3. In all matches no fielder shall be allowed to field nearer than 11 yards from the middle stump except behind the wickets on the off side
4. Each game shall consist of 1 innings per team. Each innings shall be of 20 overs duration
5. When a batsman reaches or passes the personal total of 30 runs, they must 'retire' and will not be allowed to return. A batsman can continue their innings beyond 30 if their 'retirement' would end the innings before the agreed number of overs have been bowled.
6. No bowler to bowl more than 4 overs.
7. The winning team shall be the team recording the higher number of runs
8. In the event of the scores being equal – the team losing the least number of wickets will progress. Should the wicket loss be equal, then the team with the highest run total at the start of the last over shall progress. Should that score be equal, the run total at the start of the penultimate over shall be taken into account and so on back through the overs.

Winners of the Somerset County Final will progress to the S/W Regional finals with winners qualifying for National finals.

Under 15 years 11 A SIDE 20 / 20 LEAGUE

1. Each team shall comprise 11 players
2. ECB recommendations:
 - the pitch shall be 22 yards
 - stumps 27" x 9"
 - ball 5 ½ oz
3. In all matches no fielder shall be allowed to field nearer than 8 yards from the middle stump except behind the wickets on the off side
4. Each game shall consist of 1 innings per team. Each innings shall be 20 overs duration.
5. No bowler to bowl more than 4 overs.
6. When a batsman reaches or passes the personal total of 50 runs, they must 'retire' and will not be allowed to return. A batsman can continue their innings beyond 50 if their 'retirement' will end the innings before the agreed number of overs have been bowled.
7. The winning team shall be the team recording the higher number of runs.
8. In the event of the scores being equal the result shall be a tie
9. League points awarded:
 - win - 3 points
 - tie - 2 points
 - no result - 1 point

Under 15 years 8 A SIDE “LAST MAN STANDS” LEAGUE

1. Each team shall comprise 8 players
2. ECB recommendations:
 - the pitch shall be 22 yards
 - stumps 27” x 9”
 - ball 5 ½ oz
3. In all matches no fielder shall be allowed to field nearer than 8 yards from the middle stump except behind the wickets on the off side
4. Each game shall consist of 1 innings per team. Each innings shall be 20 overs duration. With the agreement of both team managers, a shorter 16 over format may be played.
5. All of the fielding team, with the exception of the wicket keeper, must bowl at least one over, and a maximum of five. The umpires shall keep a note of all fielding team names who have bowled and ensure that there are always sufficient overs remaining to accommodate all who are yet to bowl. If the innings is completed prior to the 20th over, there is no penalty if one fielding team member is yet to bowl. If the innings is completed prior to the 19th over, there is no penalty if two fielding team members are yet to bowl, and so on. In the event a fielding team member does not bowl (excluding notes in this paragraph), the penalty will be 12 runs per fielding team member – however, umpires should ensure this does not happen. If a team changes wicket-keeper during an innings, the new fielder (ex-keeper) must bowl at least one over.
6. Except for an instance of rule 7 below, at the fall of the seventh wicket, the last batter may continue to bat with the aid of a runner (who will always be the batsman just dismissed) until the innings is concluded either by the fall of the eighth wicket or the conclusion of overs bowled. Dismissal of the runner will count as the dismissal of the eighth batsman.
7. When a batsman reaches or passes the personal total of 50 runs, they must ‘retire’ but will be allowed to return. When the seventh wicket falls, any batsman who has retired may return to the crease to continue their innings. If more than one batsman has retired, they must return in the order they retired. Rule 6 above then applies when there are no more batsman to return.
8. The winning team shall be the team recording the higher number of runs.
9. In the event of the scores being equal the result shall be a tie
10. League points awarded:
 - win - 3 points
 - tie - 2 points
 - no result - 1 point

Under 15 years – CUP / ECB NATIONAL CLUB CHAMPIONSHIPS

1. Each team shall comprise 11 players
2. ECB recommendations:
 - the pitch shall be 22 yards
 - stumps 27" x 9"
 - ball 5 ½ oz
3. In all matches no fielder shall be allowed to field nearer than 8 yards from the middle stump except behind the wickets on the off side
4. Each game shall consist of 1 innings per team. Each innings shall be of 20 overs duration
5. When a batsman reaches or passes the personal total of 50 runs, they must 'retire' and will not be allowed to return. A batsman can continue their innings beyond 50 if their 'retirement' would end the innings before the agreed number of overs have been bowled.
6. No bowler to bowl more than 4 overs.
7. The winning team shall be the team recording the higher number of runs
8. In the event of the scores being equal – the team losing the least number of wickets will progress. Should the wicket loss be equal, then the team with the highest run total at the start of the last over shall progress. Should that score be equal, the run total at the start of the penultimate over shall be taken into account and so on back through the overs.

Winner of the Somerset County finals will progress to the SW Regional finals with winner progressing to National finals.

Under 17 years – 20 / 20 CUP

1. Each team shall comprise 11 players
2. ECB recommendations:
 - the pitch shall be 22 yards
 - stumps 27" x 9"
 - ball 5 ½ oz
3. In all matches no fielder shall be allowed to field nearer than 8 yards from the middle stump except behind the wickets on the off side
4. Each game shall consist of 1 innings per team. Each innings shall be of 20 overs duration
5. No bowler to bowl more than 4 overs.
6. The winning team shall be the team recording the higher number of runs
7. In the event of the scores being equal – the team losing the least number of wickets will progress. Should the wicket loss be equal, then the team with the highest run total at the start of the last over shall progress. Should that score be equal, the run total at the start of the penultimate over shall be taken into account and so on back through the overs.

League Rules

1. The league shall be known as the Taunton & District Youth Cricket League incorporating the name of main sponsor.
2. The general management committee shall be elected at the annual general meeting and shall consist of the president, chairman, vice chairman, secretary, treasurer and results secretary. Representatives of each age group may be co-opted.
3. The annual general meeting shall be called no later than 31st December. Each club shall be entitled to one voting representative.
4. An extraordinary general meeting shall be called at the request of one quarter of the membership. Such a meeting shall have the power of an agm and must be called within one month of the request giving at least two weeks notification to all member clubs.
5. At all meetings a simple majority of those voting members present shall be sufficient. In the event of a tied vote the chairman shall have an extra casting vote.
6. The general management committee shall have the power to deal with matters arising between agms.
7. The amount of the league membership annual subscription and any fines shall be set at the agm. Clubs that have not paid annual subscription or other outstanding monies by 1st February shall cease to be members and will not be readmitted to membership until any such arrears have been cleared.
8. The competitions to take place in the next year and the ruling playing conditions shall be confirmed at the agm.
9. Any proposed changes to the rules must be notified to the secretary by September 30th. The proposing club must have a seconder. Such proposed changes to the rules shall be circulated to all members two weeks prior to agm.
10. All officials, umpires and players shall be bound by the mcca 'spirit of cricket' and the ECB code of conduct
11. All clubs will maintain a register of bona fide members with emergency contacts and information of any medical condition the managers/ coaches should be aware of.
12. Fines apply as per table in 'TDYCL – Fine Structure' listed in this document.
13. Recording of league results on the website is a mandatory requirement as per 'TDYCL Website', section 1, listed in this document.
14. Amendment of fixture dates on the website is a mandatory requirement as per 'TDYCL Website', section 3, listed in this document.

Playing Conditions

1. In all competitions a player may represent a club if they are under the age group limit at midnight on the 31st August prior to the season of the competition. For girls there will be a two year leeway.
2. Clubs may enter one or more teams – each team will be considered as a separate club. In some ECB National Competitions, clubs are limited to one team.
3. A player cannot play for more than one club in any one season. In some circumstances it may be allowed following notification to the league Results Secretary who will approve or refuse the request.
4. No player at under 11 yrs and under 13 yrs shall be allowed to field closer than 11 yards from the middle stump, except behind the wicket on the off side. At Under 15 age group the distance shall be 8 yards.
5. All players must wear suitable protective equipment. A minimum of gloves, abdominal protector, leg guards and helmet with face guard when batting and standing up to the stumps when wicket keeping.
6. At the under 11yrs age group there will be league(s) and cup competition.
7. At the under 13yrs age group there will be league (s) and cup competition leading to County, Regional and National finals. Any club qualifying must be affiliated to SCB.
8. At the under 15yrs age group there will be league(s) and cup competition leading to County, Regional and National finals. Any club qualifying must be affiliated to SCB
9. At the under 17yrs age group there will be a cup competition.
10. Club Youth Secretaries will be provided with the current season's match rules and are responsible for ensuring all managers are fully aware of such rules appropriate to their age group.
11. League games will be played in accordance with the published fixture lists.
12. Rearranged games will be permitted, only if a minimum of 14 days prior to the scheduled date, both clubs agree an alternative date and new date is recorded on the TDYCL website with the 14 day limitation – see TDYCL Website section for further information. In the event that no agreement is reached the team not fulfilling the scheduled fixture will concede the game and points. Games may not be rearranged closer than 14 days to the fixture.
13. League games cancelled due to adverse weather conditions cannot be re-arranged. No result game - teams awarded 1 point each.
14. All National competition games to be completed one week prior to qualification.
15. Games delayed may be reduced, with Managers agreement, to not less than 10 overs per side with bowling quotas 20% maintained.
16. Games abandoned with managers' agreement due to adverse pitch conditions – safety must be primary factor - No result game – teams awarded 1 point each.
17. Cup and Plate competition games to be played by scheduled dates, teams unable to fulfil fixture will forfeit the match. Games not played due to adverse weather conditions to be rearranged provided game played prior to next scheduled round. If not possible by agreement, by toss of coin to decide.

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18. In all league competitions points awarded are Win 3pts Tie 2pts No result 1pt.
19. League winners will be decided on points total. Should two or more teams finish level on points then the champions and runners up will be decided on nett run rate.
20. Managers shall be responsible for the conduct of players both on and off the field of play and will work together to ensure games are played in the right spirit and to the best traditions of the game.

TDYCL – Fine Structure

To promote better management, administration and respect for other teams and league officers, the following series of fines (points and financial) apply.

	Offence	First Occurrence	Second and Subsequent Occurrence
1	Fielding an over-age player	Offending team minus 3 points and win awarded to opposition	As first occurrence plus £30 league fine
2	Conceding a match within 24 hours of the schedule fixture date	£10 league fine	As first occurrence
3	On the occasion of conceding a third game in one season (team may continue playing remaining fixtures, withdrawal is optional)	£30 league fine. Points table re-calculated to award wins to all opposition	As first occurrence
4	A Home Team receive no opposition and did not receive any prior notification of cancellation from the Away Team	£30 ground expenses to Home Team plus (2) above	As first occurrence plus (2) above
5	An Away Team travel to find no opposition and did not receive any prior notification of cancellation from the Home Team	£30 travelling expenses to Away Team plus (2) above	As first occurrence plus (2) above
6	Failure to record a result of the league website	Notification of failure via automated email	£5 league fine
7	On field coaching contrary to league rules	Investigation and notification from committee	Minus 3 points and £30 league fine

Guidance Notes:

1. All league fines will be donated to the Harry Burden Bursary.
2. Most of the fines above are to ensure the maximum amount of cricket is played, whether in a league format or friendly.
3. Clubs with fines outstanding via any team will not be permitted entry in future seasons.
4. Managers are responsible for checking qualification of players as per the league handbook. The committee have dealt with over-age players in both 2012 and 2013.
5. Late cancellation of a match does not give opposition time to find an alternative friendly fixture. Cancelling on the day gives no possibility of alternative play and the committee find this unacceptable.
6. Non-notification of cancellation is unacceptable.
7. To ensure results are ratified, both home and away teams are required to enter a result on the league website.
8. Increased incidents and reports of coaching outside of league rules in 2013.

Junior Cricket Player and Parent Charter

All Players, Parents and Coaches are required to read and comply with this Charter

PLAYER

1. Enjoy participating in junior cricket
2. Be prepared properly for participation in junior cricket
3. Participate at a level commensurate with their age, ability, maturity and interest
4. Participate according to the rules, play hard but fairly and safely within the spirit of the game
5. Enjoy the satisfaction of achievement, success and belonging
6. Display Sportsmanship and teamwork, tolerate differences and acknowledge good performance whether by team mates or opponents
7. Experience skilled, qualified and sensitive leadership by coaches
8. Cooperative and show respect for the coach, team mates, opponents, officials and parents. Support and encourage your team without abuse/intolerance to opposition.
9. Accept and abide by the decisions of officials without dissent. If necessary let the captain or coach seek clarification. There should be absolutely NO dissent at decisions
10. Have opportunities to contribute to leadership and decision making roles in the team and in the competitions in which they participate
11. Have access to and use suitable, good quality equipment and facilities

PARENT

1. Encourage their children if they are interested in participating in junior cricket, without forcing them to play.
2. Remember children are involved in junior cricket for their own enjoyment, not to satisfy aims and ambitions of adults.
3. Encourage children to play hard but always play by the rules
4. Focus on effort, skill development and performance rather than on the outcome
5. Praise children for the good things they do rather than criticise them for making mistakes or losing.
6. Lead by example and display good sportsmanship for children to copy
7. Acknowledge good performance by players in both teams
8. Be courteous in communication with players, coaches, administrators and opposition supporters.
9. Respect officials decisions and teach children to do the same
10. Support your players, but leave the running of the match to officials and coaches.
11. Recognise the value and importance of volunteer coaches and administrators and show appreciation and support for the time, effort and resources they put into junior cricket. Without them children could not participate

TDYCL Website

Some explanation and help in the use of the TDYCL website...

The TDYCL website provides fixtures, results and tables for the eight divisions. It also contains up-to-date contact information for each club and team, with ground details. From 2015 season, any changes to fixtures dates are also managed on the website. The sections below deal with each function available and explain how to use it.

If you are not IT literate, delegate the job; the committee promotes the delegation to a responsible member of your youth teams.

The website can be found at <http://tdycl.org.uk>

1. Notification of Results for LEAGUE matches

All results for league matches are entered on the website; there is no longer an option to telephone or email results to the age-group coordinator.

- a) BOTH home and away teams must record a result.
- b) Results must be recorded for all outcomes; win, loss, tie, cancelled, abandoned, postponed due to cup game taking precedence all require a result to be entered.
- c) Results must be recorded before midnight on the Monday of or following the match. The Monday deadline is necessary to get up-to-date results and tables to local press.
- d) You must be logged in using your user-id and password to record a result. See the section below on 'logging in'. If you do not have a user-id and password, contact your youth league representative who can request one for you.
- e) You can view all your fixtures via the main fixtures link (top of the page) or via the summary of each league (right-hand side of the page).
- f) A small bold R (standing for Result) will appear next to a fixture. Click on the `R`. If no `R` can be seen, check that you are logged in. The `R` will not appear unless you have permission via your user-id to record results.
- g) On the first of two pages, record the result as one of the outcome options available.
- h) On the second page, record the scores. BE ACCURATE, these are required for net run rate calculations. There is also an optional box for recording any match comments. These comments are published on the website and sure therefore be used to praise and promote; negative comments should be avoided.
- i) That's it. The league table will update when your opposition records their version of the match. You'll get an email to confirm the data you entered.
- j) Note that league tables are not immediately updated; the opposition must confirm you version of the match and the table will be updated at 2am Monday morning.
- k) There is a fine structure for non-entry of results, see TDYCL – Fine Structure.

2. Notification of Results for CUP matches

Results of cup matches can be notified by email and, if necessary, telephone to the age-group coordinator as per <http://tdycl.org.uk/contacts.html>

3. **** NEW ** Changing Fixture Dates**

From 2015, changes to fixture dates will be handled by the website. All fixture date changes made must be processed on the website; there is no longer an option to telephone or email fixture changes to the age-group coordinator.

The website will manage both reasons for a fixture change:

- a) Fixture postponed due to a cup match taking precedence – in the early part of the season, cup games take precedence over league matches. This is essential due to the tight timescales of ECB competitions. When a result is recorded as ‘postponed due to a cup game taking precedence’, the fixture date will automatically be changed to 1st Sept. Once you have discussed re-scheduling with the opposition, the website will allow you to set a new date for the fixture. The match must be re-scheduled before the ‘division end date’ which is the date of the last set of fixtures is scheduled.
- b) All other reasons for changing a fixture – for reasons of player availability, ground availability, club activity or other matter, you may alter a fixture date with the agreement of the opposition, as long as the change is made at least 14 days before the originally scheduled date. The website will advise the date by which the change must be recorded to be valid under this rule. The match must be re-scheduled before the ‘division end date’ which is the date of the last set of fixtures is scheduled.

To change a fixture date:

- a) You must be logged in using your user-id and password to change a fixture date. See the section below on ‘logging in’. If you do not have a user-id and password, contact your youth league representative who can request one for you.
- b) You can view all your fixtures via the main fixtures link (top of the page) or via the summary of each league (right-hand side of the page).
- c) A small bold F (standing for Fixture) will appear next to a fixture. Click on the ‘F’. If no ‘F’ can be seen, check that you are logged in. The ‘F’ will not appear unless you have permission via your user-id to change fixture dates.
- d) Use and follow the on screen instructions.

Playing a match on a date other than the ‘originally set fixture date’ or ‘website-recorded changed fixture date’, in order to by-pass the 14 day condition, is not permitted and will result in disciplinary measures.

4. **Information**

The TDYCL handbook will no longer contain information on clubs and teams. With many clubs not finalising managers until close to the season and with occasional mid-season changes of managers, the details in the handbook are often out-of-date. Details can now be found on the website.

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Youth league representatives and managers are responsible for keeping website information up-to-date and accurate. There is a link in the right-hand column to make changes (when logged in) under the `Team Actions` menu.

You do not need to be logged in to get any of the information below:

- a) Information on Clubs – click on `Teams` in the menu at the very top of the page. Click on the club name for information and fixtures.
- b) Information on Team – click on `Teams` in the menu at the very top of the page. Click on the team age group next to the club name for information on team contacts and ground.
- c) **** NEW **** Season Contact Sheet – as the handbook no longer contains contact information, you can print an up-to-date contact sheet from the website to take to matches with the handbook. To do this, click on any of the eight leagues under the `Leagues and Help` heading in the right-hand column. This will show the division page, with table, results and fixtures. Scroll to the bottom of the page and click `Print Contact Sheet`. Then, print the page shown.

5. Messaging

There is a messaging system within the website. When you have some information that you need to send to a number of managers (for example, to inform of a change of telephone number, email or indeed manager), the messaging system is designed to send a message to a group of users. Note that in all the examples given above, you should also change your contact details held on the site via the `Team Actions` heading.

In the right-hand column of the website, there is a `Send Message` and `Read Message` option underneath a `Messages` heading.

To contact an individual person, continue to use email addresses per information pages.

6. Friendly Fixtures

When you have a week without a scheduled league fixture, you can find a friendly fixture via the website. Use the three links in the right-hand column, `Find U11 Game`, `Find U13 Game` and `Find U15 Game`. This will list teams also without a fixture so that you may contact and arrange a friendly. This function will include teams in a different division within age group.

These links will also be useful to teams who have had a league game postponed as their opposition is still involved in a cup competition.

7. Logging In to the Website

To log in, you need a user-id and password. If you do not have one, please contact your youth

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league representative who will be able to request one.

- a) Go to <http://tdycl.org.uk>
- d) On the very top menu, click login
- e) Enter your user-id and password
- f) Ensure correct case throughout
- g) When first allocated, the website will insist on you setting a new password that only you know. Please read the notes on password requirement.
- h) If you forget or lose your user-id and password, there are options to recover on the login page.
- i) NOTE: loss of user-id or password or being unable to login to the website for reasons other than the website being offline are inadmissible for failure to record match results



Somerset County Cricket Club - *"have been a customer of fullstop for many years, during which time they have always provided the Club with excellent support, service and advice. Fullstop are always very responsive and quick to assist and are experts in their field".*

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