

Taunton and District Youth Cricket League

Handbook

Version 21.1.1 (Thu 18th May 2023)

Changes from the previous version (20.0) are highlighted in red.



Sponsored by Full Stop Fire and Security

Contents

- 1. Officials
- 2. Sponsors Message
- 3. Youth League Secretary / Representative
- 4. Managers
- 5. Match Rules
- 6. League Rules and Constitution
- 7. Playing Conditions (Applies to all TDYCL leagues)
- 8. Fine Structure
- 9. Junior Cricket Player and Parent Charter
- 10. TDYCL Website

1. Officials

President: Peter Robinson

Vice President: Peter Nott

Chairman: Paul Bulbeck

90 Mountway Road, Taunton TAI 5DS T: 01823 283941 E: bullyp38@btinternet.com

Secretary: Amanda Counsell

109 Burnham Road, Highbridge, TA9 3EG T: 01278 785324 E: amandacounsell@yahoo.co.uk

Results Secretary: Paul Bulbeck

Treasurer: Simon Rudd

11 Courtland Road, Wellington TA21 8ND M 07828 133223 E: sales@getpaddedup.co.uk

Management Committee: Toby Strang, Lorraine Warren, Chris Cowley, Nathan Barnard

Auditor: Vacant

2. Sponsors Message

fire & security

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.

3. Youth League Secretary / Representative

1. All clubs entering the TDYCL will appoint a "Youth League Representative" (YLR). All correspondence with the TDYCL will be via this representative. It is assumed by the TDYCL committee that the club YLR has authorisation under the club's constitution to act on behalf of their club. All managers need be aware that their first port of call is with their clubs YLR. This ensures that any issue is considered at a club level and reported to the committee from a club, not individual team or manager, standpoint. Such issues should be addressed in the first instance to the league secretary. Details of each clubs representative can be found on the TDYCL website at tdycl.org.uk.

4. Managers

 Each team, within each club, will have a nominated manager and (in the event of the managers work commitments / holiday etc) a nominated alternative contact. In both cases, a telephone number and email address is necessary and needs to be registered on the TDYCL website. It is the responsibility of each club to ensure information on the website is kept up-to-date.

2. Manager / Coach Responsibilities

- 1. 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.
- 3. Each club will provide a scorer and an umpire.
- 4. The laws of cricket will apply to all age groups. There is no option for one alone, or both managers collectively, to amend or remove any of the laws or decide one or more elements of the laws are omitted, excluded or unapplied.
- 5. Umpires must be consistent. Whilst coaching is not permitted it is in order for managers, even if umpiring, to give friendly, general advice, to all players.
- 6. Both managers are responsible for reporting the match result via the correct procedure as below, with further details in section "TDYCL Website".
- 7. League 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.
- 8. Cup results are handled by email via the collators as below (not managed via the website): Under 11 Cup: Paul Bulbeck bullyp38@btinternet.com Under 13 Cup: Paul Bulbeck bullyp38@btinternet.com Under 15 Cup: Amanda Counsell amandacounsell@yahoo.co.uk

5. Match Rules

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

- 1. Each team shall comprise 8 players
 - 1.1 All players will wear white cricket clothing
- 2. The pitch shall be 17 yards
- 3. Maximum boundary length 40 metres
- 4. Stumps 27" x 8"
- 5. Ball 4 3/4 oz, either red or pink

- 6. In all matches no fielder shall be allowed to field nearer than II yards from the middle stump except behind the wickets on the off side
- 7. Each game shall consist of 1 innings per team. Each innings shall be of 16 overs duration
- 8. 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
- 9. The batting team shall be divided into pairs
- 10. Each pair shall bat for 4 overs
- 11. The batters shall have unlimited 'lives' but each 'life' lost shall result in 6 runs being deducted from the score
- 12. 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
- 13. Each player of the fielding team must bowl with the exception of the wicket keeper. No bowler to bowl more than 3 overs.
- 14. If a team chooses to share wicket-keeping duties, the swap must take place after the 8th over (between the 2nd and 3rd batting pairs). The incoming keeper must have bowled at least one over and the outgoing keeper must bowl one over.
- 15. The winning team shall be the team recording the higher number of runs after deductions for fall of wickets
- 16. In the event of the scores being equal in a league game the result shall be a tie.
- 17. 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.
- 18. If a player is injured his/her place may be taken by a reserve
- 19. If a team is short the fielding team may select the player to bat twice
- 20. League points awarded:
 - 1. win 3 points
 - 2. tie 2 points
 - 3. no result I point
- 21. 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. All other rules as above.
- 22. Implementation of the LBW law at UII is mandatory in all matches

2. Under 13 years - 8 A SIDE PAIRS LEAGUE

- 1. Each team shall comprise 8 players
 - 1.1 All players will wear white cricket clothing
- 2. The pitch shall be 19 yards
- 3. Maximum boundary length 50 metres
- 4. Stumps 27" x 8"
- 5. Ball 4 3/4 oz, either red or pink. Pink balls are strongly recommended for evening matches.

- 6. In all matches no fielder shall be allowed to field nearer than II yards from the middle stump except behind the wickets on the off side
- 7. Each game shall consist of I innings per team. Each innings shall be of 20 overs duration
- 8. 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
- 9. The batting team shall be divided into pairs
- 10. Each pair shall bat for 5 overs
- 11. The batters shall have unlimited 'lives' but each 'life' lost shall result in 8 runs being deducted from the score
- 12. 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
- 13. Each player of the fielding team must bowl with the exception of the wicket keeper. No bowler to bowl more than 4 overs.
- 14. If a team chooses to share wicket-keeping duties, the swap must take place after the 10th over (between the 2nd and 3rd batting pairs). The incoming keeper must have bowled at least one over and the outgoing keeper must bowl one over.
- 15. The laws of cricket shall apply at all age groups. Agreement by managers and coaches beforehand to exclude certain laws is not permitted.
- 16. The winning team shall be the team recording the higher number of runs after deductions for fall of wickets
- 17. In the event of the scores being equal the result shall be a tie
- 18. If a player is injured his/her place may be taken by a reserve
- 19. If a team is short the fielding team may select the player to bat twice
- 20. League points awarded:
 - 1. win 3 points
 - 2. tie 2 points
 - 3. no result I point

3. Under 13 years - 11 A SIDE 20 / 20 LEAGUE

- 1. Each team shall comprise II players
 - 1.1 All players will wear white cricket clothing
- 2. The pitch shall be 19 yards
- 3. Maximum boundary length 50 metres
- 4. Stumps 27" x 8"
- 5. Ball 4 3/4 oz, either red or pink. Pink balls are strongly recommended for evening matches.
- 6. In all matches no fielder shall be allowed to field nearer than II yards from the middle stump except behind the wickets on the off side
- 7. Each game shall consist of I innings per team. Each innings shall be of 20 overs duration.
- 8. 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.

- 9. No bowler to bowl more than 4 overs.
- 10. The winning team shall be the team recording the higher number of runs
- 11. In the event of the scores being equal the result shall be a tie
- 12. League points awarded:
 - 1. \cdot win 3 points
 - 2. · tie 2 points
 - 3. · no result I point

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

- 1. Each team shall comprise II players
 - 1.1 All players will wear white cricket clothing
- 2. The pitch shall be 19 yards
- 3. Maximum boundary length 50 metres
- 4. Stumps 27" x 8"
- 5. Ball 4 3/4 oz, either red or pink. Pink balls are strongly recommended for evening matches.
- 6. In all matches no fielder shall be allowed to field nearer than II yards from the middle stump except behind the wickets on the off side
- 7. Each game shall consist of I innings per team. Each innings shall be of 20 overs duration
- 8. 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.
- 9. No bowler to bowl more than 4 overs.
- 10. The winning team shall be the team recording the higher number of runs
- 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.
- 12. Winners of the Somerset County Final will progress to the S/W Regional finals with winners qualifying for National finals.

5. Under 15 years 11 A SIDE 20 / 20 LEAGUE

- 1. Each team shall comprise II players
 - 1.1 All players will wear white cricket clothing
- 2. The pitch shall be 22 yards
- 3. Maximum boundary length 55 metres
- 4. Stumps 27" x 9"
- 5. Ball $5\frac{1}{2}$ oz, either red or pink
- 6. 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
- 7. Each game shall consist of I innings per team. Each innings shall be 20 overs duration.
- 8. No bowler to bowl more than 4 overs.

- 9. 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.
- 10. The winning team shall be the team recording the higher number of runs.
- 11. In the event of the scores being equal the result shall be a tie
- 12. League points awarded:
 - 1. · win 3 points
 - 2. · tie 2 points
 - 3. · no result I point

6. Under 15 years 8 A SIDE "LAST MAN STANDS" LEAGUE

- 1. Each team shall comprise 8 players
 - 1.1 All players will wear white cricket clothing
- 2. The pitch shall be 22 yards
- 3. Maximum boundary length 55 metres
- 4. Stumps 27" x 9"
- 5. Ball $5\frac{1}{2}$ oz, either red or pink
- 6. 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
- 7. Each game shall consist of I 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.
- 8. 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.
- 9. If a team chooses to share wicket-keeping duties, the swap must take place after the 10th over (or 8th over if a short format is agreed). The incoming keeper must have bowled at least one over and the outgoing keeper must bowl one over.
- 10. Except for an instance of rule 11 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.
- 11. 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 10 above then applies when there are no more batsman to return.
- 12. The winning team shall be the team recording the higher number of runs.
- 13. In the event of the scores being equal the result shall be a tie
- 14. League points awarded:
 - 1. \cdot win 3 points
 - 2. · tie 2 points
 - 3. · no result I point

7. Under 15 years - CUP / ECB NATIONAL CLUB CHAMPIONSHIPS

- 1. Each team shall comprise II players
 - I.I All players will wear white cricket clothing
- 2. The pitch shall be 22 yards
- 3. Maximum boundary length 55 metres
- 4. Stumps 27" x 9"
- 5. Ball 5 1/2 oz, either red or pink
- 6. 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
- 7. Each game shall consist of I innings per team. Each innings shall be of 20 overs duration
- 8. 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.
- 9. No bowler to bowl more than 4 overs.
- 10. The winning team shall be the team recording the higher number of runs
- 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.
- 12. Winner of the Somerset County finals will progress to the SW Regional finals with winner progressing to National finals.

8. Under 17 years - 20 / 20 CUP

- 1. Each team shall comprise II players
 - 1.1 All players will wear white cricket clothing
- 2. The pitch shall be 22 yards
- 3. Maximum boundary length 60 metres
- 4. Stumps 27" x 9"
- 5. Ball $5\frac{1}{2}$ oz, either red or pink
- 6. 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
- 7. Each game shall consist of I innings per team. Each innings shall be of 20 overs duration
- 8. No bowler to bowl more than 4 overs.

- 9. The winning team shall be the team recording the higher number of runs
- 10. 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 and Constitution

- The league shall be known as the Taunton and 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.
- All officials, umpires and players shall be bound by the mcc '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 I, 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 (Applies to all TDYCL leagues)

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.
- 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 that 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 flyrs 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 I 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 guotas 20% maintained.
- 16. Games abandoned with managers' agreement due to adverse pitch conditions safety must be primary factor No result game teams awarded I 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.
- 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.
- 21. For the duration of the 2023 season, the "Mankad" form of dismissal is disallowed in all age groups. This will be reviewed annually once clarified by ICC. Managers should ensure each age group squad is made aware of this at the beginning of the season. Managers should also make

umpires aware and advise umpires to ensure an advantage is not being gained by the non-striking batsman, in backing up.

• Fine Structure

1. 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
	Fielding an over-age player	1	As first occurrence plus
		3 points and win awarded to opposition	£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	£30 league fine.	As first occurrence
	game in one season (team may	Points table re-	
	continue playing remaining fixtures,		
	withdrawal is optional)	wins to all opposition	
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	£30 travelling	As first occurrence plus
	opposition and did not receive any prior notification of cancellation from the Home Team	expenses to Away Team plus (2) above	(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

Notes:

- 2. All league fines will be donated to the Harry Burden Bursary.
- 3. Most of the fines above are to ensure the maximum amount of cricket is played, whether in a league format or friendly.
- 4. Clubs with fines outstanding via any team will not be permitted entry in future seasons.
- 5. 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.
- 6. 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.
- 7. Non-notification of cancellation is unacceptable.
- 8. To ensure results are ratified, both home and away teams are required to enter a result on the league website.
- 9. Increased incidents and reports of coaching outside of league rules in 2013.

Junior Cricket Player and Parent Charter

- 1. All Players, Parents and Coaches are required to read and comply with this Charter
- 2. 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

3. 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.
- 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 and Use of Email

- 1. Some explanation and help in the use of the TDYCL website, tdycl.org.uk, is below:
- 2. The TDYCL website provides fixtures, results and tables for the eleven 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.

- 3. If you are not IT literate, delegate the job; the committee promotes the delegation to a responsible member of your youth teams.
- 4. The website can be found at http://tdycl.org.uk

5. Notification of Results for LEAGUE matches

- 1. 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.
- 2. BOTH home and away teams must record a result.
- 3. 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.
- 4. 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.
- 5. 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.
- 6. 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).
- 7. 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.
- 8. On the first of two pages, record the result as one of the outcome options available.
- 9. 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.
- 10. 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.
- 11. Note that league tables are not immediately updated; you and your opposition must enter the result of the match and the table will be updated shortly after.
- 12. There is a fine structure for non-entry of results, see TDYCL Fine Structure.

6. Arranging CUP matches for UI3 and UI5, season 2023

- 1. For each round, a start and end date are listed on the draw.
- 2. The home team will...
 - send an email to the away team offering two fixture dates within this period.
 This should be sent as soon as possible after the teams in the tie are known. It should be sent to the away team YLR, the age group team manager(s) and MUST be copied to cup@tdycl.org.uk.
 - the first date offered (date I) must be at least 3 days ahead (ie, if emailing on Sunday, the first date that can be offered is the Wednesday)
 - 2.3 the second date offered (date 2) may not be the day immediately after date I
 - a third date, on any day after the date 2, will also be offered (reserve date)
 - 2.5 all three dates to be within the timeframe for the round
 - dates offered may not include dates when the opposition have a TDYCL league game in the age group, as listed on tdycl.org.uk
 - 2.7 if a reply is not received within 24 hours, the home team should call the YLR without delay

- all of the above can alternatively be completed via a phone call, if so 3.2 below applies
- 3. The away team will...
 - reply to the email with their choice of date I or date 2 for the fixture to be played and MUST copy to cup@tdycl.org.uk
 - if contact is made by phone, the away team will email cup@tdycl.org.uk with the "fixture date" and "reserve date" they have accepted for the fixture, as soon as agreed
- 4. The fixture...
 - 4.1 the fixture is now scheduled for the chosen date (1 or 2) and becomes the "fixture date"
 - 4.2 any team subsequently being unable to fulfil the fixture date will forfeit
 - 4.3 in the event of weather intervening on the "fixture date", the "reserve date" will be used
 - 4.4 if no result can be achieved on either the fixture date or reserve date, the tie will be decided by the toss of a coin, administered the committee
- 5. The result...
 - The manager or YLR of the winning team should convey the result to the "cup age group cup co-ordinator" (as per https://tdycl.org.uk/tdycl_contacts.php) as soon as possible. This is vital to allow the following round to proceed without delay.
- 6. Teams remaining involved in cup competitions need to monitor emails on a minimum of a daily basis, preferable more frequently.

7. Changing Fixture Dates

- 1. 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.
- 2. The website will manage both reasons for a fixture change:
- 3. 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.
- 4. 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.
- 5. To change a fixture date:
- 6. 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.

- 7. 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).
- 8. 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.
- 9. Use and follow the on screen instructions.
- 10. 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

8. 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 midseason changes of managers, the details in the handbook are often out-of-date.
 Details can now be found on the website.
- 2. Youth league representatives and managers are responsible for keeping website information up-to-date and accurate. There are links under "My TDYCL" (only available when logged in) to manage team contact information.
- 3. You do not need to be logged in to get any of the information below:
- 4. Information on Clubs click on "Match Centre" and then "Teams" Click on either the club name for information and fixtures.
- 5. Information on Team click on "Match Centre" and then "Teams". Click on the team age group next to the club name for information on team contacts and ground.
- 6. 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 "Leagues" and choose a league. 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.

9. Messaging

- 1. 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.
- 2. In the right-hand column of the website, there is a `Send Message` and `Read Message` option underneath a `Messages` heading.
- 3. To contact an individual person, continue to use email addresses per information pages.

10. 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 under "Match Centre" named `Find UII Game`, `Find UI3 Game` and `Find UI5 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.

2. 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.

11. Logging In to the Website

- 1. To log in, you need a user-id and password. If you do not have one, please contact your youth league representative who will be able to request one.
- 2. Go to http://tdycl.org.uk
- 3. On the very top menu, click "Log In"
- 4. Enter your user-id and password
- 5. Ensure correct case throughout
- 6. When first allocated, the website will insist on you setting a new password that only you know. Please read the on screen notes about password format.
- 7. If you forget or lose your user-id and password, there are options to recover on the login page.
- 8. 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