



Glenunga Cricket Club (Juniors) Volunteer Manual

Becoming actively involved with our children in the sporting arena, in a constructive, fun-focused way will enhance your sense of enjoyment and provide more opportunities for them to practice their skills.



Introduction

The Glenunga Cricket Club Juniors Volunteers Manual is designed to help the various volunteers in the junior grades by providing them with an easy to understand guide to the rules and administrative requirements of Glenunga Cricket Club and the Various Cricket Association competitions we play in.

Glenunga Cricket Club acknowledges that the sport of cricket is dependent on grass root volunteers. On behalf of Glenunga Cricket Club I express my sincere thanks to you for volunteering your services to junior cricket and to the development of our junior players.



Spirit of Cricket

Spirit of Cricket

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

In respect of games involving players in the under 9 to under 13, coaches may assist the captain with these decisions.

Code of Conduct

In addition to the provisions of Law 42 "Fair and Unfair Play", all players and officials shall abide by the Clubs / Associations Code of Conduct and the Spirit of Cricket as set out hereunder.

Glenunga Cricket Club has adopted the following Codes of Conduct for all its stakeholders. Please make yourself familiar with the Code as it applies to you:

Players

- I will always play by the rules and the *Spirit of the Game*.
- I will never argue with an Official. If I disagree with a decision I will inform the captain, coach or manager during a break or after the competition.
- I will control my temper. I understand that verbal abuse of officials, sledging other players, and deliberately distracting or provoking an opponent are not acceptable behaviour in any sport. Abuse of equipment or displays of bad temper is not acceptable or permitted.
- I will work equally hard for myself and my team.
- I will be a good sport and applaud all good play whether they are made by my team or the opposition.
- I will treat all players in my sport as I like to be treated. I will not bully or take unfair advantage of another competitor.
- I will wear proper and approved cricket attire and required safety equipment at all times on the field of play.
- I will cooperate with my coach, team members and opponents.
- I will display modesty in victory and graciousness in defeat.



- I will respect the rights, dignity and worth of all people involved in the game, regardless of their gender, ability or cultural background.
- I will thank the opposition and officials at the end of the game.

Parents

- I won't pressure my child in any way – I know that this is their game not mine!
- I will never ridicule or yell at a child for making a mistake or losing a game – before, during or after the game. I realise that good fun is more important than a good win.
- I will not use bad language, nor will I harass players, coaches, officials or other spectators.
- I will encourage my child to play within the rules and Spirit of the Game, and respect officials' and coaches' decisions – no matter what.
- I will teach my child to respect the efforts of their opponents.
- I will remember that children learn best by example, so I will applaud good play by both my child's team and their opponents.
- I will give positive comments that motivate and encourage continued effort.
- I will focus on my child's and their team's efforts and performance – not the score.
- I will thank the coaches, officials and other volunteers who give their time to conduct the game for my child.
- I will volunteer my services and help when asked by a coach or official.
- I will not arrive at the field intoxicated or drink alcohol to excess at junior games.
- I will respect the rights, dignity and worth of all people involved in the game, regardless of their gender, ability or cultural background.

Coaches

- I will remember that players participate for pleasure and that winning is only part of the fun.
- I will never ridicule or yell at players for making a mistake or not winning.
- I will be reasonable in my demands on players' time, energy and enthusiasm.
- I will operate within the rules and Spirit of the Game, and teach my players to do the same.
- I will ensure that the time that players spend with me is a positive experience. All players are deserving of equal attention and opportunities.



- I will avoid overplaying the talented players and understand that average players need and deserve playing time.
- I will not use bad language nor will I harass players, officials, spectators or other coaches.
- I will ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- I will display control, respect and professionalism to all involved in the sport including opponents, coaches, officials, administrators, the media, parents and spectators. I will encourage my players to do the same.
- I will show concern and caution towards sick and injured players and follow the advice of a physician or their parent when determining whether an injured player is ready to recommence training or competition.
- I will obtain appropriate training or qualifications, and keep up to date with the latest coaching practices and the principles of growth and development of young players.
- I will not arrive at the field intoxicated or drink alcohol to excess at junior games.
- I will respect the rights, dignity and worth of all people involved in the game, regardless of their gender, ability or cultural background.

Umpires & Officials

- I will place the safety and welfare of players above all else.
- I will show concern and caution towards sick and injured players.
- I will give all players a 'fair go' regardless of their gender, ability, cultural background or religion.
- I will be impartial, consistent, objective and courteous when making decisions.
- I will accept responsibility for my actions and decisions.
- I will condemn unsporting behaviour and promote respect for the individuality of players.
- I will avoid situations which may lead to or be construed as a conflict of interest.
- I will be a positive role model in behaviour and personal appearance and ensure my comments are positive and supportive.
- I will be a good sport as I understand that actions speak louder than words.
- I will always respect, remain loyal to, and support other officials.
- I will keep up to date with the latest Laws of Cricket and NSJCA Rules, trends and principles of their application.



- I will emphasise the Spirit of the Game rather than the errors.
- I will refrain from any form of personal abuse towards players, parents or other officials.
- I will respect the rights, dignity and worth of all people involved in the game, regardless of their gender, ability or cultural background.

Any player, parent, coach or official who breaches this Code of Conduct may be subject to warning, counselling, suspension or expulsion from Club / Association activities or venues at the discretion of the Management Committee. The above Code of Conduct has been adapted from the NSW Sport & Recreation's sports rage program.



Age Coordinators Role

Introduction

At the beginning of each cricket season players register to play in a specific age team based on their age as at midnight on 1 July. Girls may play in the age group for which they would qualify if they were one year younger.

The GCC Junior Registrar group's registration forms into age groups and once payment of fees has been confirmed, the registration form is passed to the Age Coordinator allocated to that age group.

GCC – A Community Based Club

The underlying philosophy for team allocation is the GCC is a community based club and is under no obligation to meet requirements or requests based on schools or other organisations. School based teams should be discouraged. Team names are not to reflect schools or other organisations other than GCC.

Players are required to wear GCC playing shirts and Club playing hats / Caps and should be proud to do so. Training shirts and caps are not compulsory for juniors however, they are a recommended purchase as it makes identification of our players at training sessions easier. We share facilities with numerous other sporting groups as well as the general public so keeping track of players is difficult when many other children are around.

General Guidance

Parents cannot demand who plays with or without who, and GCC Juniors cannot make any promises about team allocations. All we can do is listen to requests and see if they can be accommodated. If there is not space in a team clearly, no one can be added.

GCC Juniors are not likely to be able to make everyone happy when it comes to team allocation, and if needed registration fees will be refunded. Age Coordinators after attempting to find a reasonable outcome should not have to continue to deal with the grief of a disgruntled parent.



Critical to team allocation is a team coach and a parent team manager.

Avoid releasing draft teams before close of registrations otherwise expectation management will become very difficult.

Specific Guidance

Team Size

- The maximum number of players to be allocated to a team is 14 for primary school ages. For secondary school ages, experience has demonstrated teams of up to 15 are sometimes required due to various other activities or sporting commitments.
- The preferred number of players to be allocated to a team is 12/13.

Priority of allocation

Individual priorities

1. Recognition of finding a coach is key
2. Returning players choice to stay with previous year's team
3. Returning players choice to ask to be moved to another team
4. Earlier registrations have priority over later registrations
5. New players have no choice

Waiting lists

Teams should be allocated 13/14 players then additional players put on waiting lists. Please advise the Junior Sub Committee when additional players are required to fill a team.

Parents should also be advised when players are allocated to a waiting list to form complete teams, as encouragement to assist in finding additional players.

Inappropriate age nomination

Players can nominate to play up only one age group if they have played previously.



Complete Team Nominations

Where a team presents complete with 14 players, check for what the changes are from the previous year. Beware if players from a previous year have been excluded. Telling a young child that they are not wanted by their team mates is not a nice job.

Once teams are formed

Once the teams are set they must be set up as a 'Person List' in my cricket.



Managers Role

The team manager's role is one of the most important roles we have in the Club. The manager is the communications hub between team players, parents, coaches and the Club itself.

The following information outlines your role, and is provided merely as a guideline to assist you in organising your team. While this may sound daunting, one of the primary roles of the manager is to delegate various responsibilities to other parents in your group such as umpiring, scoring and entering results into MyCricket. Some other responsibilities could be fruit duty, coffee run (for parents) and team photographer, to name a few.

As a club we cannot function without volunteers, and would like to see as many parents as possible become involved in the season, so that our year runs smoothly without everything being the responsibility of just one or two people. We thank you for taking on this important role, and hope that the following information is helpful.

There are three main areas in the role of Team Manager;

- Help the coach coordinate training sessions and on game day
- Liaise with parents and encourage their support
- Coordinate the distribution of information between your team and the club

Coach Support

- Make sure the team knows when training is on, and where you will be playing that week. Encourage parents to text with any problems or delays in their arrival.
- Notify parents by text or phone of any cancellations. A confirmation text early on Saturday morning reminds everyone of the correct ground, and allows you to plan numbers.
- Coordinate with opposition manager / coach when matches are in doubt or wet weather hotlines have not been updated from earlier in the week.
- Co-ordinate drinks break at game
- Prevent unruly behaviour at games, by encouraging players to focus on the game – the team should watch, and support their batters while off the field, and sit together as a group.



- Enter team scores on 'MY CRICKET' website before Monday each week. These must be done in detail – training will be provided and a qualified team parent can be nominated to do this.
- Enter a summary of how the team went onto our website

Parent Liaison

- Prepare and distribute team list, including team members name, parent contact/s, email address and home and mobile numbers.
- Encourage parents to attend training sessions, to watch and provide assistance where possible (cricket training is not a drop and run).
- On game days, the team should sit with the manager and coach, while parents should be encouraged to sit as a group and assist in scoring and umpiring.
- Encourage parents and team members to return to the club house after the game, or to attend the Senior Grade games when they are played at home.

Club Liaison

- Notify your age coordinator of any players that are rostered off for weekend games as other teams may be short and the child may have an opportunity to participate.
- Promptly distribute all information provided by the club, to your team group.
- Promote all the activities the club has on offer; raffles, information sessions, holiday cricket camps, and home grade games.

Contact

Please feel free to contact the club with any queries, and thank you again for volunteering for this role:



Team Managers Checklist

Pre-Game Day

- Confirm to team coach availability of players for next game.
- Confirm with team coach what players will be rostered off (if any)
- Advise age coordinator of any players available to assist other teams that may be short players.

Advise team of:

- players rostered off,
- parent rostered to score,
- parent rostered to umpire,

Seek from coach the likely batting order for next game.

Enter into MyCricket the playing team in batting order.

Check draw (on-line) **Friday / Saturday night** for any late change to ground allocations.

Game Day

- If bad weather, check council wet weather line for ground cancellations.
- Sometimes the council wet weather lines have not been updated from the days prior. If you are playing an away game, call the manager of the opposition to see what the weather is actually like in that suburb.
- Ensure Coach, Manager or other delegated parent has brought a match ball.

At ground, delegate a parent to:

- Put out boundary markers
- Walk the ground to check for broken glass, dog poo and any other hazards. This is a requirement of our insurance programme.
- Ensure scorer for the game has score book with pencil and eraser.
- Ensure umpire for the game sets up stumps with bails prior to game.
- Ensure coaches/captains conduct toss 15 minutes prior to game start. Note first ball to be bowled no later than designated start time.

Have a copy of the Association Rules for your age group on hand to deal with any disputes. Many disputes that are referred to the Association(s) can be managed on game day if you have the Rule Book handy.



At end of game collect score book and pass to parent who enters results into MyCricket (if not Team Manager).

Collect game ball for use at future training sessions.

Post Game

- Ensure results entered into MyCricket no later than Monday evening.

During Season

- Collect digital photos for potential use on GCC Web page, GCC Year Book, Facebook, and team photo collage to be shown on Presentation Day.



Coaches Role

Junior cricket coaches play a vital role in providing players with the skills and knowledge needed to develop, improve and succeed at the game and in life.

A coach's role will vary considerably depending upon the level at which he or she is coaching. Generally speaking, however, most coaches would have two common aims in relation to their players: to make the sport more enjoyable and to assist in the development of the skills of their players.

The junior coach should have as an overarching philosophy three key objectives.

1. ENCOURAGE EQUAL OPPORTUNITIES FOR ALL TO PARTICIPATE
2. DEVELOP BASIC SKILLS
3. PROMOTE ENJOYMENT FOR ALL PARTICIPANTS

To achieve these aims the coach should ensure the following issues are considered when conducting practice sessions:

- provide a safe environment
- plan the session thoroughly
- provide appropriate equipment
- supervise children closely

Coaching Philosophy

Coaches should seek to create an environment where children can improve their knowledge and understanding of cricket, develop social skills and their relationships with other children, improve their physical fitness and promote attitudes and values that will encourage participation in and enjoyment of sport and cricket in particular. It is important for every coach to develop their own unique coaching philosophy and to coach in a way that is aligned with this philosophy. A coach's philosophy should to a large degree reflect their personality and most importantly should be flexible enough to cater for the needs of all players within the team.



GCC Juniors Philosophy

At Glenunga Cricket Club, the expectation of all members is to play the game within the Laws and Spirit of Cricket at all times. The aim for is to ensure playing junior cricket is a positive experience for all involved.

Cricket is a competitive game – everyone enjoys winning. However, it is the experience of the game - having fun- that is the key to participation for players, parents, coaches and indeed all members. Whilst the basics of fair play are not a complex issue, it is important to remind players and parents of the expectations of behaviour when representing the club.

There are many ways a session can be structured depending on what the coach is trying to achieve, the time available and the ability of the players. When thinking about the structure of a session for an under-age team there is a standard format that is often followed.

Introduction

Many sessions begin with the coach giving some type of introduction. This may be to introduce other coaches or to outline what is involved in the given session. This ensures players are aware of what is expected of them in that particular session.

Warm-Up

There are a number of approaches to warming up for a training session. A popular way is to play a warm-up or modified game prior to having a stretch. Whatever the approach, it is important that players get into the habit of a complete warm-up. This will help in the prevention of injuries and should also help players to focus on the remainder of the training session. Consider other sports when warming up – a 10 minute game of footy or soccer in full batting equipment is a lot of fun, and they might even learn how to run in their pads.

Skills Practice

Perhaps the most important part of the session is the development of skills such as fielding, batting and bowling. This may take the form of wicket keeping, batting, fielding and bowling drills as well as modified games. This is where skills are either learned or practised and so takes on particular importance for younger age groups. Remember – skills can be learned effectively in an appropriate competitive environment, that is, in a game situation.



Modified Games

Practising skills in an appropriate competitive situation will help players become accustomed to performing these skills under appropriate levels of pressure ensuring that in a match they will be able to play to their ability.

Players also generally enjoy playing games more than practising per se and as such using this approach should achieve both outcomes, that is, skill development and fun.

Obviously the exact format that a session takes is up to the coach. However provided he or she is organised and enthusiastic, an enjoyable and rewarding practice is almost guaranteed.

Principals of Teaching

Growth & Development

As a coach it is important to be aware of the significant differences in the rate of growth between individuals and in particular between young children and adolescents.

The Cricket Australia Junior Cricket Policy exists to clearly define the most appropriate equipment, game formats and environments in which young children should learn their cricket. This document can be found here https://secure.ausport.gov.au/_data/assets/pdf_file/0005/238379/Cricket_Australia_Junior_Policy.pdf .

Young Children

During this period of their life growth in young children is generally relatively slow and stable. The basic movement patterns, such as running, walking and jumping, should be well established by this stage but poor coordination can impact upon the child's ability to learn complex motor skills.



Adolescents

Growth amongst adolescents is both rapid and variable. It is common for girls to enter this period of rapid growth sooner and also cease growing earlier. Often early maturers will possess a temporary height, weight and strength advantage over late maturers, however, these children will eventually enter a perfectly normal growth spurt, resulting in them catching or even surpassing the physical size of early developers. It is important that coaches spend time developing the skills of all players regardless of their stage of growth.

Growth, Training and Sport

At this stage of their development the emphasis should be on activities involving lots of movement such as running, jumping, hitting, throwing, catching and bowling. Every effort should be made to match players based on physical maturity during practice to reduce the risk of injury to less physically mature players.

Where a movement is potentially stressful on the body, such as fast bowling, the number of repetitions (deliveries) performed by the athlete should be restricted. At all times a coach should be mindful of the fact that children of the same age can vary markedly in their size and sports ability.

Nevertheless, correct techniques should be encouraged in the performance of all cricket skills.



Equipment Manager

The Equipment Managers role it to maintain sufficient cricket kits to meet the requirements of the juniors. We have a number of teams per year ranging in age groups from under 9's to under 16/17's. Equipment is by far the greatest expense that the juniors incur each year and we must manage this accordingly.

With the older groups (under 13's and up) we are finding that most players have their own cricket kit with only a small amount of items being required for the team bag, namely stumps / bag, balls, keepers gloves / pads / inners, first aid kit, umpire counter and cones. Occasionally you will be required to provide batting equipment (gloves / bat / pads / helmet).

The younger age groups (under 9's – under 11's) require a full kit of stumps, balls, keeper's gloves / pads / inners, first aid kit, umpire counter, cones, bats, batting gloves, batting pads, thigh pads and helmets.

Equipment sizes

Cricket Bats....cricketers and all top coaches agree with suppliers and manufacturers that choosing the correct size bat is vital for the proper technical development of young cricketers. It is important that the bat is not too long and more importantly not too heavy to hinder correct stroke play and good technique. Junior bats are scaled down in size and weight to meet this important requirement.

| bat size | approx age | height of batsman | bat length | bat width |
|----------|------------|-------------------|------------|-----------|
| 1 | 4-5 | to 4'3" | 25 1/4" | 3 1/2" |
| 2 | 6-7 | 4'3 -4'6" | 27 3/4" | 3 1/2" |
| 3 | 8 | 4'6-4'9" | 28 3/4" | 3 3/4" |
| 4 | 9-11 | 4'9-4'11" | 29 3/4" | 3 3/4" |
| 5 | 10-12 | 4'11-5'2" | 30 3/4" | 4 " |
| 6 | 11-13 | 5'2-5'6" | 31 3/4" | 4" |
| Harrow | 12-14 | 5'6-5'9" | 32 3/4" | 4 1/6" |
| Full SH | 15+ | 5'9-6'2" | 33 1/2" | 4 1/4" |
| Full LH | 15+ | over 6'2" | 34 3/8" | 4 1/4" |

Approx weights of junior bats - this can depend on whether the bat is English or Kashmir Willow. Kashmir Willow bats tend to be at the heavier end of the scales, set out below and are approximate (in lbs and oz) across all brands of bats.

| Size 1 | Size 2 | Size 3 | Size 4 | Size 5 | Size 6 | Harrow |
|-------------|------------|------------|-----------|-----------|-----------|-----------|
| 1'11 - 1'13 | 1'12 - 2'0 | 1'13 - 2'1 | 2'1 - 2'3 | 2'2 - 2'4 | 2'3 - 2'5 | 2'5 - 2'7 |



Batting/ Keeping pads.... the critical measurement here is the approx distance (unfortunately sizes can vary slightly from make to make) from the middle of the knee cap down to the instep - where the tongue of your shoe would sit. Please note that not all pads are available in every size shown here, but this guide should be a good help.

| to Fit | length |
|------------|---------|
| Small Boys | 30-32cm |
| Boys | 32-35cm |
| Youths | 36-38cm |
| Mens | 39-43cm |
| Large Mens | 44-48cm |

Batting/ Keeping gloves.. a bit tricky this one! - but hopefully this will guide you in the right direction. It has been put together with the help of G&M and Slazenger. The critical measurement is from the start of the wrist to the tip of your longest finger, in a straight line. This again is only approx, but this guide should again be a good help in steering you in the right direction.

| to Fit | length |
|------------|--------|
| Small Boys | 165mm |
| Boys | 175mm |
| Youths | 190mm |
| Mens | 210mm |
| Large Mens | 225mm |

Helmets. a good fitting helmet is worn with the peak protruding horizontally from the line of the eyebrows. It should feel firm but comfortable with no excessive movement in any direction. We suggest that you always fasten the chin strap for added comfort and security. To measure, run a tape measure around the middle of the forehead, just above the eyebrows, around the side - just above the ears to the 'bump' on the back of the head. Over time the internal padding will mould to the shape of the head.

| to Fit | head circumference |
|------------|--------------------|
| Small Boys | 51-52cm |
| Boys | 53-54cm |
| Youths | 54-56cm |
| Small Mens | 56-58cm |
| Mens | 58-60cm |
| Large Mens | 60-62cm |



Shirts / Tops and Shorts / Trousers ...in general cricket clothing, i.e. shirts and whites tend to be loose fitting for maximum comfort and ease of movement. Whites (trousers) are generally supplied with generous unfinished legs to enable adjustment to the correct fit. Sizes can vary from brand to brand.

| to fit | waist | chest |
|-------------------|--------|--------|
| Small Boys | 24/26" | 26/28" |
| Boys | 26/28" | 28/30" |
| Youths | 28/30" | 32/34" |
| Small | 30/32" | 36/38" |
| Med | 32/34" | 38/40" |
| Large | 36/38" | 40/42" |
| XL | 38/40" | 42/44" |
| 2XL | 42/44" | 46/48" |

Under 9's / 10's Kit Bag

Stumps (metal)

Easton IncrediBalls Amount depends on number of games

Wicket Keeper gloves SB

Wicket Keeper inners SB

Wicket Keeper Pads SB

Umpire Counter 1

Cones 25

Bats 3 size 2/3

Batting gloves SB/B

Batting pads SB/B

Thigh pads SB

Helmets 2 sizes SB/B

First Aid Kit 1

Under 11's-13's Kit Bag

Stumps Wooden

Stump Bag

Bails 3 or 4 as they do break

142gm leather 2 piece Amount depends on number of games

Wicket Keeper gloves B/Y

Wicket Keeper inners B/Y

Wicket Keeper Pads B/Y

Umpire Counter 1

Cones 25

Bats 3 size 3/4/5

Batting gloves B/Y

Batting pads B/Y

Thigh pads B/Y

Helmets 2 sizes B/Y

First Aid Kit 1



Under 13's - 16/17's

| | |
|-----------------------|-----------------------------------|
| Stumps Wooden | |
| Stump Bag | |
| Bails | 4 or 5 as they do break |
| 156gm leather 2 piece | Amount depends on number of games |
| Wicket Keeper gloves | Y/M |
| Wicket Keeper inners | Y/M |
| Wicket Keeper Pads | Y/M |
| Umpire Counter | 1 |
| Cones | 25 |
| First Aid Kit | |

For additional items you may need to discuss individual team requirements with their coach / manager.

Other Requirements

- To be at the Club for the kit return and note any gear that needs replacing as each kit is returned. Make sure they are stacked away neatly and can be easily accessed.
- Estimate any necessary replacement items and create complete kits if we have more teams next season. (provide budget estimate for Treasurer)
- Negotiate with equipment suppliers, collect new gear, name it, clean and repack kits, re-grip bats, make repairs
- Tailor kit and quantity of equipment for age group/specific team needs
- Issue kits on a designated day (ideally immediately after the AFL presentation day)
- Liase with managers/coaches re care of kit + equipment, suitability of size and quantity of equipment supplied. Take special note of manager and coach contact details
- Manage the ball issue for the second half of the season and the finals.



Understanding the Game of Cricket

Basic Laws

The Laws of Cricket date back as far as 1744 in their earliest form and were most recently updated in May 2000 (with further revisions in 2003 and 2013). The new Code of Laws contains 42 separate Laws and also includes a Preamble defining the Spirit of Cricket. Although desirable, it is not compulsory for a coach at this level to have an intimate knowledge of all 42 Laws. However, a summary of some of the most common and important Laws is provided for reference.

Law 1 – The Players

A cricket match is normally played between two teams of 11 players with each team nominating a captain before the start of the match.

Law 3 – The Umpires

As a coach you will often be required to umpire in a match. You should have a good understanding of the signals to be used by umpires. These signals are represented below.

Law 18

A run is generally scored when either a boundary is scored or when both batter's have crossed and made good their ground from end to end. As umpire, you should be aware of the various ways the batting team can score runs and know how to signal them.

Law 22 – The Over

An over consists of 6 legal deliveries. In most forms of cricket, if either a wide or a No Ball is bowled the delivery needs to be re-bowled. After 6 balls are bowled the umpire shall call and signal over.



Law 24 – No Ball

There are a number of ways a bowler can bowl a No Ball but the two most common are the front foot No Ball and a delivery that reaches the batter above the waist without hitting the pitch. A bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease. If it does not, the umpire should call and signal No Ball.

Law 25 – Wide Ball

The umpire will call and signal a Wide Ball if the ball is not sufficiently within reach of the batter so that he or she is able to hit the ball with a normal cricket stroke.

NB. For both a No Ball and a Wide Ball the bowler must (generally) re-bowl the ball.

Law 26 – Bye and Leg Bye

If the ball passes the batter without either hitting him/her or the bat and the batters have crossed for run/s the runs shall be credited to the batting side as Byes.

If the ball strikes the batter on any part of his/her body (and he is trying to hit it) and the batters cross for a run/s, the runs shall be credited to the batting side as Leg byes.

Methods of Dismissal

There are 10 different ways a batter can be dismissed in a cricket match, albeit that some are rarely experienced. The most common methods of dismissal are bowled, caught, Leg Before Wicket and Run Out.

The others are as follows:

- Timed Out
- Handled the Ball
- Hit the Ball Twice
- Hit the Wicket
- Obstructing the Field
- Stumped



Definitions of the four most common ways of getting out are:

Run out – a batter shall be out run-out unless his/her bat or some part of his/her person is grounded behind the popping crease at the end where the bails are dislodged.

Bowled – the striker is out bowled if his/her wicket is put down by a ball delivered by the bowler (not a No Ball) even if it first touches his/her bat or person.

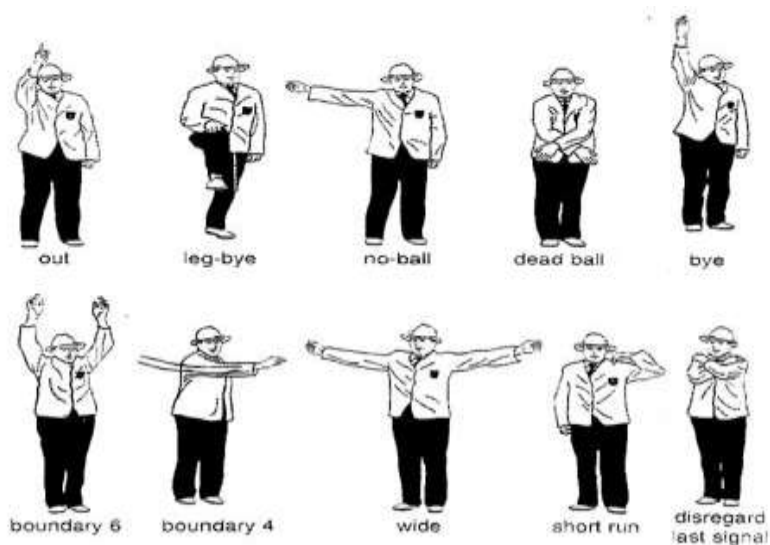
Caught – the striker is out caught if a ball delivered by the bowler, not being a No Ball, touches his/her bat and is subsequently held by a fielder as a fair catch before it touches the ground.

Leg Before Wicket (LBW) – a batter shall be out LBW if in the opinion of the umpire the ball first hits the batter on the pads or person and is going on to hit the stumps. There are exceptions to this such as the ball first pitching outside leg stump, or the batter playing a shot when the ball pitches outside off stump and being hit on the pads or person whilst still outside off stump. In both these situations the batter cannot be given out – even if the ball is going on to hit the stumps.

Law 42 – Fair and Unfair Play

The umpires are the sole judges of fair and unfair play and so should be aware of the content of Law 42.

NOTE: The Laws of Cricket are the official Laws as they apply to the games of cricket played by adults. The various Associations competitions we play in defines the rules for playing modified cricket for Glenunga Juniors.





Basic Scoring

As well as umpiring the beginner coach or parent helper may at times be required to score during the course of a match. While at first glance a cricket scorebook may look a little confusing, once you understand the basics it is a relatively simple and enjoyable task allowing you to be closely involved in the match. Obviously the most important aspect of scoring is to ensure that an accurate record is kept of the total scores of both teams so that at the end of the match we know who has won! Secondary to this but still important is the recording of the individual performances of batters and bowlers throughout the match.

According to the Laws of Cricket a scorer has four main duties:

1. Accept: The scorer must accept the signal that has been given by the umpire even if you may disagree with the decision.
2. Acknowledge: Acknowledge the umpires signals quickly and clearly and if you are unsure about a signal ask the umpire at an interval.
3. Record: Write all information neatly and clearly.
4. Check: Check with the other scorer regularly as well as the umpires (at intervals).

What you will need

- Copy of local rules and Laws of cricket
- Scorebook
- Pens, pencils, ruler, rubber, calculator
- Chair

How to score

The scorer needs to record information in three places:

1. Batting – who scored the runs (batter or extras), and dismissals.
2. Total score – how many runs the team has scored
3. Bowling – who were the runs scored off and who dismissed the batsman

As a scorer it is necessary to simply record the signals that the umpires give throughout the match. It is important therefore, that as a scorer you are familiar with the signals that are illustrated earlier in this manual. It is then a matter of knowing how to write these in the scorebook.



Cricket Terms

Maiden Over – if a bowler is able to bowl an over (six consecutive legal deliveries) without having any runs scored from it, either off the bat or as wides or no balls, it is referred to as a 'maiden over'.

How is that? – when a bowler and/or fielding team appeal to the umpire for a decision such as LBW or caught behind, they would normally ask the umpire 'How is that?', or more commonly 'Howzat?'.
The umpire would then consider their decision and answer with either Out or Not Out.

Duck – if a batter is dismissed without scoring it is commonly referred to as scoring a 'duck'.
A golden duck is when the batter is dismissed on the first ball he or she faces.

Century – when a batter reaches an individual score of 100 it is said that he or she has scored a century or a ton.

Pad up – a captain will often instruct one or more of their players to 'pad up' or get the pads on in preparation for batting or wicket keeping in the match.

Opening batter/bowler – the two players from each team who either bowl the initial overs in an innings or face these overs are referred to as the opening bowlers/batter.

All Rounder – a player is considered an all rounder when they are specialists in more than one skill, for example, batting and bowling, and contribute to the team consistently in both disciplines.

Nightwatchman – when a batting team commence their innings late in the day and begin to lose early wickets a captain may decide to send in a 'nightwatchman' as the next batter in order to protect the top/middle order batter. This person is generally not a recognised batter and is often a specialist bowler.

Twelfth Player – when nominating his team a captain will generally nominate a twelfth player who is not entitled to bat or bowl but can act as a substitute fielder if required and can also assist with drinks and other associated duties. This player is normally referred to as the '**twelfth man**'.



Hat-Trick – if a bowler is able to dismiss three batters in three consecutive deliveries in the same match it is referred to as a hat-trick. These three deliveries do not have to be in the same over or indeed the same innings.

All Out – when a team has had all ten batters dismissed they are said to be All Out and the other team then bats.

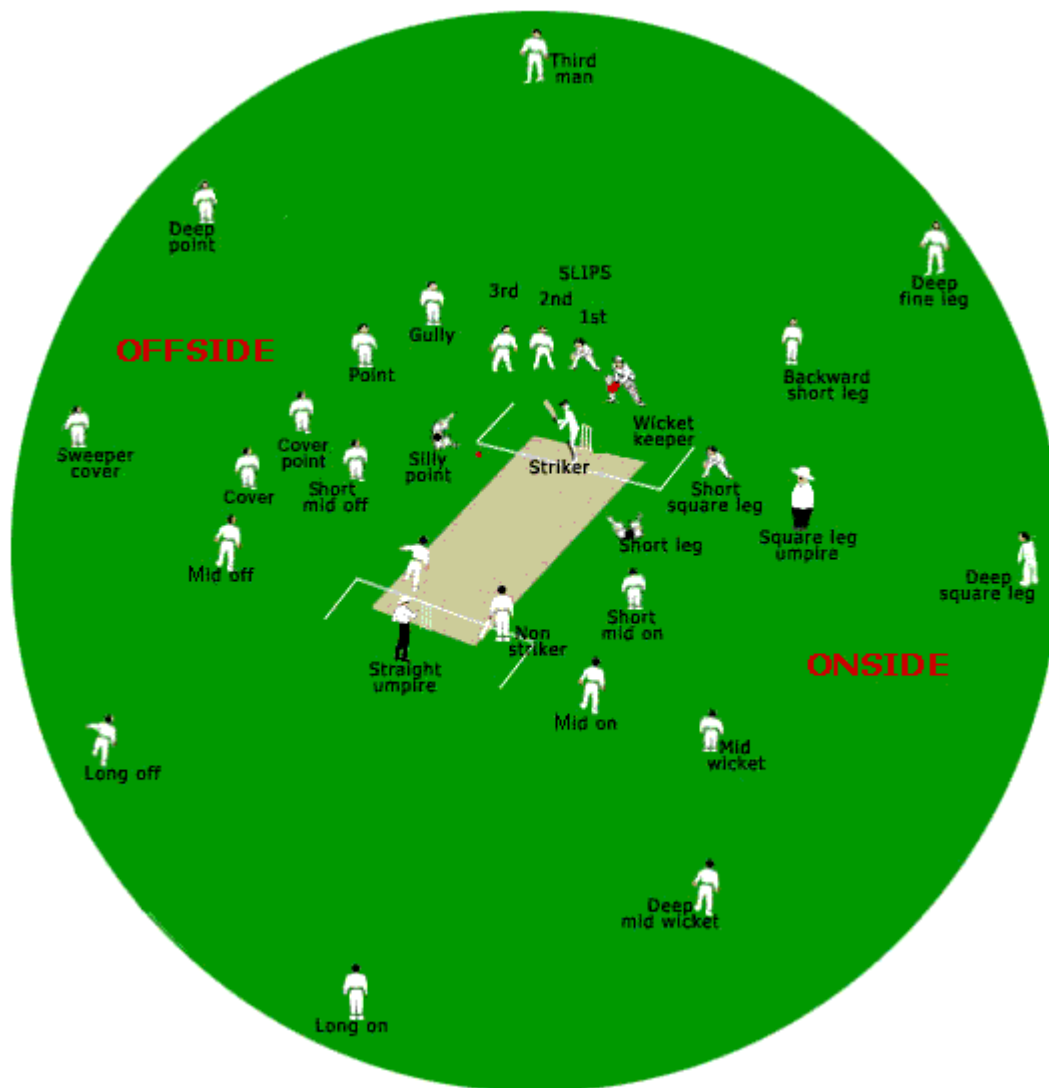
Overthrows – when a fielder throws the ball at the stumps at either end and the ball is not gathered resulting in additional runs, the extra runs are described as overthrows.

Take Guard – when a batter first arrives at the crease the first thing they would normally do is mark either centre stump or some variation of this on the pitch in order to align themselves with the angle the ball is coming from. This is called taking guard.

The Order – the coach of an under-age team would normally have to decide on the order in which his or her team will be batting from 1 to 11. This is often referred to as the batting order.



Common Fielding Positions





The Pitch

Below is a standard pitch used for adult players. Junior player pitches may not be as wide or as long as shown.

