

# Marlow CC 2007 - Welcome Pack

Includes:-

**Selection Policy and Playing Guidelines  
Player Code of Conduct  
Invoice for Subscriptions and Match Fee Notification  
Additional Information**

**Hello and Welcome to Marlow Cricket Club 2007!**

**As existing members may realise, we intend to place an increased focus this year on coaching, discipline, youth and, dare I say it, winning. As you will see in this document, we will be having a youth development policy, and a structured approach to the season. Further, the objectives of using our spare time to play, umpire or watch cricket, is to be competitive, but enjoy it. If we bear those in mind, we should not go far wrong.**

**Adrian Saunders**

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## **Season Structure**

**Saturday and Sundays-** April 21st– May 6<sup>th</sup> – Warm up games in preparation for League Season

**Saturdays -** May 13<sup>th</sup> – September 8<sup>th</sup> – League Games on Saturdays September 15-29<sup>th</sup> – Special Events/Friendlies

**Sundays -** 22<sup>nd</sup> April – 20<sup>th</sup> May – Friendlies 27<sup>th</sup> May – 20 August – Sunday League 27<sup>th</sup> August – 30<sup>th</sup> September – Friendlies

**Outdoor Nets** – Every Tuesday from the 11<sup>th</sup> April from 6pm onwards

## **Selection Policy**

Please find below proposed guidelines on which selection policy will ideally be conducted.

1. All sides will be picked based on ability and balance (ie. not top heavy in batting or bowling)
2. To be picked for a match all players must notify a captain of their availability by the previous Monday.
3. Teams will be selected Tuesday evening and players notified Wednesday onwards.
4. Should players be uncontactable by Thursday, they will be replaced
5. Should spare players exist, they will be asked to switch to Sunday to ensure they have a game.
6. If spare players cannot switch, then they will be the next person to receive a spot in the event of a drop out
7. Players who give availability later than Monday will be allocated the first spare spot that is available, assuming no spare players exist.
8. Late crying off will be discouraged.
9. Marlow CC will endeavour to avoid use "fillers" to make up the numbers of senior sides.

## **Guidelines**

1. Marlow CC encourages youth and therefore will look to develop young players in all sides. The younger players will be given an extended opportunity to develop and will be considered part of the "core" unit of that side.
2. In the event of a dropout, the older players will be considered first. The overriding principle is to replace like with like and ensure each side is operating to maximum strength.

## **What players may not do:-**

1. Specifically request to play in certain sides without authorisation from the Director of Cricket
2. Refuse to be moved up to a higher side (or dropped) without authorisation from the Director of Cricket

## Code of Conduct

### Behaviour

1. Individuals must respect the opposition and not engage in on-field tantrums, shouting or abuse. The odd chirp is fine, but we will not tolerate racist or physical abuse or continuous chirping/vocals.
2. TVL Code of Conduct Rules applies
3. Marlow CC may review any reported incident and take action against the individual
4. Captains may report individuals for abusing their own team mates or the Captain.

### Grievances and Disputes

1. Should any player feel they have been unfairly treated through the selection policy, they reserve the right to complain to the Director of Cricket.
2. The Director of Cricket may review the complaint but may not be able to seek a resolution in that week.

### Match Day Obligations

1. Meet times – individuals should meet approx 1 hour before the start of play for a home game. For away games, the leave time must reflect the journey time plus adequate warm up time (ideally 1 hour).
2. Warm Up – all individuals must participate in warm-ups
3. Late Attendance – anyone arriving late must inform the captain prior to the start of the game
4. All individuals must participate in match day duties as designated by the Captain.
5. All individuals must bring money for match fees prior to the start of the game
6. All players are expected to socialise with the opposition after the game and support any arranged match day events

### Tea Obligations

1. All Players must do at least 1 tea during the season
2. Players may be asked to do additional teas depending on the number of games they play
3. The club will pay each member £40 for doing teas
4. The £40 must cover the minimum standards below:-

Typical list of ingredients may look like this:-

**Bread** - 3 Loaves Bread Sliced white, 1 Loafs Bread Sliced brown

**Ingredients** - 3/4lb Cheese, 1/2lb Ham, 2 tins tuna, 8 eggs, 1 box cress, 4 tomatoes, 1/2 cucumber, Spring onions

**Cakes** - 60 pieces Cakes

**Drinks** - 4 pts milk, 1 bag sugar, 4 lts Squash, small box of teabags

**Fillings** - butter, marg+ small amounts of mayo, salad dressing, etc if needed (ie. egg sandwiches)

This list would give most people a variety of different sandwich fillings and a choice of cakes + tea or a cold drink. Please use this list as an absolute minimum and look to provide at least this much if not slightly more (within the £40 budget). In exceptional circumstances where a captain feels the tea was inadequate for the money allocated, he may request a receipt of goods purchased and/or deduct money from the final contribution to the tea maker.

Part of the obligation to make tea is to ensure that everything is washed up afterwards and the kitchen is left in a state that we are happy with. Again, tea money may be withheld at the Captains' discretion.

### Subscription & Match Fees

Non payment of match fees will result in non-selection the following week.

Adults Subscription	£100	Paid by the 31 <sup>st</sup> May 2007
Colts/Student Subscription	£50	Paid by the 31 <sup>st</sup> May 2007
Adult Match Fees	£10 for first game in a weekend £16 for both weekend days	Paid immediately after the game
Colts/Student Match Fees	£6 a game	Paid immediately after the game

### Other Information

Website: [www.marlowcc.co.uk](http://www.marlowcc.co.uk)

Grounds: 1<sup>st</sup>/2<sup>nd</sup> XI – Pound Lane, Marlow , Grounds: 3<sup>rd</sup> XI – SAS Institute, Medmenham