

## Grass Roots Guide to the SSJCA Final Series.



A Final is a big day for young cricketers. It may be the only occasion they reach one, or they may be a veteran. Either way it's a nervous time for the player and as such, we should take on the responsibility as a parent, coach or manager, to make the day run as flawless as possible.

This document is not a replacement for the SSJCA Traditional Cricket Regulations. You should download this document from the SSJCA website and ensure your players/child is aware of the rules and regulations, in particular Section 8 – Final.

[http://www.ssjca.com.au/support\\_docs.html](http://www.ssjca.com.au/support_docs.html)

The purpose of this document is as a supplement to that document, highlighting keys areas to be aware of during the day.

### Preparing for the Game

- Players should have their attire ready for the game. They need to play in their club allocated playing shirt, white trousers or shorts, playing cap / white 'floppy' and predominately white shoes. The SSCUA assigned umpire on the day will check for proper attire before the game takes place.

### Before the game

- It is the responsibility of both teams to ensure the playing surface is free of rubbish and debris. Clean up the playing surface well before starting time, including the pitch.
- Lay the stumps down next to the pitch area, ready for the Black and White to set them up. Naturally, provide 3 stumps and 2 bails.
- Teams can warm up on the grass area (outfield). There shall be no bowling or batting practice on the pitch or on the area parallel and immediately adjacent to the pitch, at any time.
- Fill in your team declaration sheet located in the back of the scorebook and hand to the umpire at the toss of the coin.
- The umpire shall oversee the toss of a coin. The team being Minor Premiers shall have the right to conduct the toss or elect to call. The toss of the coin should be out on the pitch to be played upon.
- Captains should always shake hands prior to the toss.
- Members of the crowd should not setup their tents, chairs and BBQ's directly behind the bowlers arm at either end of the field, nor should they walk through or watch the game from that area when it's the bowler's end. A 5 metre exclusion zone should be in force (imagine where the sight screens are for test cricket) for the duration of the match.

### Entering the Playing Field for Commencement of Play

- Umpires always are first to enter the playing field
- The fielding side then takes the field, led by their captain.
- The two batters enter after the fielding team

### During the game

- Players taking the field of play should do so with their shirts tucked in.
- Batsmen taking the field of play with a thigh guard should do so with it inside their pants, not outside.
- At drinks breaks, players are not to leave the field of play. Only the coach and/or manager may enter the field of play and will provide drinks to the players. Ensure drinks are ready to be taken onto the field of play by the manager. No parent must ever enter the field of play for any reason.
- Where 2 SSCUA umpires are in charge of the game, at no stage may the coaching staff of either team provide instructions from the sidelines. This is a clear breach of the rules and will not be tolerated. In 14C and below, where 1 SSCUA appointed umpire is present, the other umpire on the field of play (usually a coach) may instruct the players at the conclusion of an over, as long as it doesn't delay the game. No instructions can be provided during an over.
- At the fall of a wicket, the players to pass the ball to the umpires
- Teach the players to verbally advise the umpires when leaving or entering the field (eg fielder change) during play.
- In 16's or 14A's, a fielder within 10 metres of the batter must wear appropriate protection including a helmet and protector. In all other grades, no fielder is permitted within 10 metres of the batter except for the wicketkeeper and offside fielders entirely behind the batting crease.
- Following any spell of bowling greater than 1 over, that bowler must be rested for at least twice the number of overs that he/she bowled.
- During designated breaks, ensure players stay at the ground and do not depart to ensure they are ready to play when time is called.

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- Teams can warm up on the grass area (outfield) during breaks in play (change of innings, lunch, drinks), however there shall be no bowling / batting / fielding practice on the pitch or on the area parallel and immediately adjacent to the pitch, at any time.

### Leaving the Playing Field

- The batters always are first to leave the playing field
- The fielding team follows the batters

### Spirit of Cricket

- Teams / clubs should ensure that all players, officials and spectators / parents conduct themselves within the 'Spirit of the Game'. Please be aware of the SSJCA's Code of Conduct (Section 9 of the SSJCA Traditional Cricket Regulations) as well as the Preamble to the Laws of Cricket.
- The CNSW 'Codes of Behaviour' paper accompanying this Guide is set s out useful commentary on conduct expected during all our games.
- Some examples of behaviour of note:
  - Appealing:
    - ⇒ It is not in the spirit of the game when appealing for a decision to put undue pressure on the umpires, particularly in running at the umpire
    - ⇒ All players must respect the umpire's decision (under the Laws of Cricket, it is the captain's responsibility to ensure that this occurs)
  - Acknowledgement of Milestones:
    - ⇒ Fielding teams should always acknowledge 100's by opposition batters, or even 50's for younger junior grades
  - Sledging - Any attempts by the fielding team to verbally put a batter of his/her game need to be within the spirit of cricket and enforced by the captain of the team
  - Spectators/parents should respect the nature of the game insofar as it is the responsibility of umpires and the team captains/coaches to conduct the match in the appropriate manner. Any noise from the sidelines (other than appropriate recognition of good performance or effort) or any signals or form of communication to players are not in the best interests of the game.
- All players, officials and spectators / parents should be aware of the 'Zero Tolerance' approach to breaches of the Code of Conduct and unacceptable behaviour. Umpires may take steps to report inappropriate conduct and the SSJCA would investigate any such reports – even though these are finals and the last games of the season.

### After the game

- After the game, players should acknowledge the opposition by shaking hands
- Captains should always shake hands after the match
- The SSJCA Trophy will be presented by the Umpire to the winning team, followed by a quick speech by the captains and/or coaches. Both teams should remain for this presentation.

If in doubt, contact:

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