



## Team Volunteers - Summary Guide to Roles & Responsibilities

### Coaches

- For younger teams, emphasis on skills & techniques: batting, bowling, catching, fielding, throwing & running between wickets.
- Emphasis on balancing play between individuals to ensure all receive an equal exposure to each skill/technique.
- Facilitate training sessions accordingly, either net sessions or pitch/outfield sessions, managing rotation to ensure equal time for batting, bowling, etc.
- For all teams, continual focus on individual player skill development.
- Recommended for coaches to spend one-on-one time with individual players to develop individual techniques, especially for batting and bowling, plus catching & throwing.
- For older teams, option to appoint captain & vice captain (for season or rotate accordingly), empowering them to manage teams with input into batting order, bowling rotation and field placement. Coaches to provide input, but less "hands on" as younger teams.
- Encouraged to write brief weekly match reports, highlighting achievements for honour roll.

### Managers

- Team communications (e.g. set up team WhatsApp group).
- Liaise with club and pass on club-wide communications to parents / players, e.g. club announcements, event details, etc.
- Send out details of games, start and arrival times, location, directions, etc.
- Manage weekly match attendance, and if necessary, arrange to borrow players.
- Assist coach with writing brief match reports.

### Trainers & Assistants

- Strongly encourage all parents, guardians, older siblings, etc. to assist coaches during training sessions and/or games - appointed as 'trainers' or 'assistants'.
- No cricket experience required to help at training!
- The more the merrier - get a group involved to make the coach's job easier!
- The goal is to allow coaches to focus on skills and technique development, which often requires one-on-one time with individual players. Coaches can't do this without extra eyes!
- Example tasks:
  - swiftly rotating multiple bowlers through the nets ("next bowler up"),
  - timing batters and rotating through the team ("next two batters to pad up now"),
  - throwing or hitting balls to fielders for catching & fielding practice,
  - performing "throw downs" to incoming batters prior to their bat, etc.

### Scorers

- Alternate between electronic and paper scoring, depending on home team.
- E-scoring through PlayHQ Portal - need to register as an e-scorer with club. Works best with tablets/iPads, though smartphone also an option.
- Paper scoring using appropriate club-provided paper scorebooks. (bring pencils, eraser, sharpener, etc)
- Communicate with umpires, e.g. advise when batters to retire, ball/over counts, etc.
- PlayHQ e-scoring and paper scoring guides available in LWCC Cricket Hub
- PlayHQ online video tutorials & help centre available through PlayHQ website.

### Umpires

- Stand in as bowler's end or square-leg umpire.
- Manage ball count for each over, calling wides/no-balls, dismissal decision making, signalling.
- Younger teams (U8-U11): often coaches will umpire, as on-field coaching is permissible, e.g. bowler order, fielding positions, helping bowlers with action, etc.
- Older teams (U12+): on-field coaching typically not permissible (however can be agreed with opposing team pre-game) - encourage captain/vice captain to manage on field.
- Older teams (U12+) with LBW rule: batting team umpire to stand at bowler's end.
- Understand rules & playing format for relevant stage / age group - details here.
- Communicate clearly with opposing team/umpire, strong emphasis on enjoyment rather than "win at all costs".

*"In cricket, the team is always bigger than the individual." - Jason Holder*