

# A League Blueprint

For open age weekend cricket

## FIVE CORE PRINCIPLES

### EVERY GAME MATTERS

Ensure at least 5 bowlers are used.

Offer positive incentives to encourage more umpires and scorers.

Use aggregate points systems.

Ensure rain rules are fair to both teams.

Ensure maximum bonus points are available in rain reduced games.

Reward teams for playing – ensure more points for playing than cancelling.

Regularly consult with players and make sure it is easy for individuals to suggest changes.

### FORMATS

Ensure teams play 40 or 45 overs per innings.

Support captains to ensure a minimum of 17 overs per hour.

Start games no later than 1pm on Saturdays and offer earlier starts on Sundays.

Play win/lose cricket with simple points systems.

Allow players to balance other commitments by ensuring they have the option to be back at home no later than 7.30pm.

Limit travel time to 45 minute journeys.

### VARIETY OF PLAY

Provide and promote short format cricket at weekends and/or midweek.

Ensure that women's cricket is available.

Work with other leagues to ensure cricket is available in April and September.

Offer U19 T20 to help retain young players.

### FLEXIBILITY

Allow rearrangement of fixtures to reduce the number of concessions/cancellations.

Encourage clubs to work together to ensure available players get a game of cricket.

Get the game on by adopting simple registration procedures that increase players availability to play.

### COMMS

Use social media and websites to communicate directly with players and clubs about game day factors e.g. flexible start times.

Use online scorecard completion, ideally using Play-Cricket.com

Ensure individual players are registered on Play-Cricket.com and opt in to receiving communications from the ECB.

GET THE GAME ON