

Bath and District Youth Cricket League Team Managers and Club Leads Information

[Revision 2025 Season]

General Website Information

The Bath and District Youth Cricket League is managed through its own website, www.bdycl.co.uk. All Club Leads and Team Managers shall have a login for the website. Team Manager logins are created by the Club Lead. Club Lead logins can be created by another Club Lead from the same club, or by the League Admins.

All actions which must be undertaken by a club are listed in a todo box. This appears at the top of the page when a user logs in.

Fixtures from the League may be duplicated onto Play-Cricket by Somerset Cricket Foundation. However, this is completely outside the jurisdiction for the league. Results must be entered onto the league website. Entering the results on Play-Cricket is not sufficient.

Team Managers – League Matches

All league matches are set up onto the league website prior to the start of the season.

Team Managers should contact the opposition Team Managers prior to each match to confirm the match, confirm the match venue, etc. Once logged in, there is a sub-menu item under each division with a list of the names and contact details of Team Managers and Club Leads for every team in the division.

All matches must be played according to the applicable league rules on match format, player eligibility, etc, unless agreed by the two Team Managers prior to the match. Any issues raised with the league after the match will be ruled on on the basis that there were no agreements in place, unless both clubs indicate otherwise.

After the match, the Team Managers from both teams must log into the league website. A link to enter/confirm the result will then appear in the Todo box. The first Team Manager to do this enters the result. The second team manager confirms the result is correct.

If a match is to be rescheduled due to the original match being cancelled due to weather / forfeited / etc, the original match result must be entered onto the website.

Team Managers – Cup Matches

Teams are drawn against each other in the cup. Team managers must then arrange the date for the fixtures. Ideally, the two managers should communicate directly, and agree a date. The home team manager must log into the website and indicate the agreed date. The away team manager must then log into the website and confirm the date.

If contact cannot be made with the opposition, then the following procedure should be used:

1. The home team must offer two dates when the fixture can be played, by entering these onto the website. This must be done **at least seven days before the deadline for the round**, and the dates must be at least four days after the dates are proposed. If they fail to do so, they forfeit the match.
2. The away team then selects one of these dates. They must do so **at least 48 hours before the date which they accept**. If they fail to do so, they forfeit the match.

Please note that the away manager is not informed automatically when the home team enters the match dates, so there needs to be communication from the home team to the away team to indicate that this has been done.

Once the match has been played, the result must be entered and confirmed as is done for league matches.

If a match is cancelled due to weather, then this must be entered and confirmed on the website. Once this is done, the website will then ask for a new date to be selected, as per the above procedure.

Following weather interference, rescheduled matches can be played up to 5 days after the deadline for the round. However, if they are to be played after the deadline for the round, then before the match is played, both clubs should contact their opposition in the next round, and discuss potential dates for the next round to be played, should they go through.

If there is time, then the match may be rescheduled due to weather multiple times, provided the limit of 5 days after the deadline is not exceeded. If the match cannot be played within 5 days after the round deadline, then the match shall be decided by a bowl-off if possible, or a coin-toss otherwise. Bowl-off rules are at the end of this document.

Once the result has been entered and confirmed, the winner will then be progressed to the next round. If your team has not been progressed to the next round, please check you have entered/confirmed the result, and then contact the opposition manager, as this will be because they have not confirmed the result. If it is more than three days after the date of the match, and the result has not been confirmed by the opposition, please ask the Cup Administrator (Debbie Wheeler) or the League Administrator (David Norman), who will confirm the result on the opposition's behalf.

If neither team enter/confirm the result of the match within 3 days after the date of the match, it will be considered to be a forfeit by both teams, and their opposition in the next round will be awarded a bye.

Club Leads

Club Leads need to appoint a team manager to each team. They need to ensure the Team Managers all have logins on the league website. They need to be aware of the requirements of the Team Managers role (as above), ensure the Team Managers are following the required processes, and monitor the website to ensure that all items in the club's Todo box are being completed in a timely manner.

Entering the League

Prior to the League AGM, Club Leads need to log into the website, and follow the link in the Todo box to enter their club's teams into the league and cup competitions.

AGM

Club Leads need to ensure their club is represented at the league AGM, either by attending themselves, or by arranging for another club member to attend. This is an important part of the organisation of the season – it is a chance to discuss the way the league is run, and the issues that clubs and the league administrators face.

Team Managers

Once the leagues and cups have been drawn, the Team Managers need setting up on the website. Log in and go to "Users & Managers" in the menu.

The top table lists all the users in the club who have a login for the league website. User details can be modified, users can be added (via the “Add User” button at the bottom of the table), and if a user is not a Club Lead or Team Manager for the current season, they can be deleted.

Once a new user is created, you need to tell them the username and password you have selected for them. If a user forgets their username or password, then modify their account and set a new password, and then provide the username and new password to them.

The second table shows who the club lead is. Modifying this allows a different user (from the top table) to be selected. The third table lists the Team Manager for each team. Modifying allows a different user (from the top table) to be selected. The Club Lead carries over from season to season, but the Team Managers must be selected every season. Please ensure this information is all up to date before the season starts.

During the Season

Please log into the website regularly, and check that there are no outstanding todo items. If there are, please consult with the relevant team manager, and ensure these are resolved.

Cup Bowl-Off Rules

A bowl-off can be conducted anywhere suitable – a cricket square, outfield, outdoor nets, indoor nets, sports hall, etc. It shall use cricket balls unless this is unsuitable for the venue, in which case an alternative ball shall be agreed.

The bowl-off shall use stumps and a pitch length as would be used for a match. Five players shall be selected to represent each team.

Each team shall select their first player to bowl. These bowlers shall bowl alternately. Each player shall bowl 3 balls. Each ball which is not a no-ball, and which hits the stumps, is a wicket.

This shall then be repeated for the second, third, fourth and fifth players from each team.

Most wickets wins.

In the event of a tie, there shall be a second round. This shall work the same as the first round, except that each player only bowls 1 ball. If there is still a tie then a third round, etc.