

Captains & Managers duties 2023/24 – Mercantile Cricket Association

BY OCTOBER 2:

- Register on PlayHQ as a “team manager” for your team.

IN LEAD-UP TO GAME:

- Check emails Wed-Fri for rescheduled games & covers directions, esp around 4.45pm
- Get your players registered by Friday
- Report unprepared pitch to 0410-938191 by 8am match day (home clubs with own pitch)

GAME DAY:

- Wet weather, check MCA website at 8.15am game day regarding inspections
- If inspection needed, inspect at 9.00am. (Home side rep must attend.) SMS your view to 0410-938191 by 9.30. Options are Turn up as usual, Abandon, or No start before 2pm.
- Check MCA website 10am for covers directions & relocated games
- Remove covers (Home side - 1 hour before game). Spread to dry outside playing surface for 30 min then fold.
- Set up ground (Home side) – mark wide lines, put out cones, scoreboard, scorers' tables
- Ensure team on PlayHQ and on team sheet 30 min before game. (12 allowed except in A Sat, A Res. Restricted or provisional players must be marked R or P on team sheet.)
- Agree drinks breaks, balls to be used, before toss
- Pay umps by EFT (\$100 per side if one ump, \$170 per side if two. No play – umps get \$60 each)
- If no ump is present 45 min before game, call ump coordinator John Sexton 0419 102 740. Get the game started anyway.
- Avoid over rate penalty. Get bowler to walk back immediately, get ball quickly to mid-off to shine. Get players to leave kit close to boundary to speed up drinks.
- Avoid time-wasting penalty. No mid-pitch conferences by batsmen that hold up bowler. No drinks to batter within 5 overs of drinks break.
- If outright attempted, score 2nd inns in scorebook. Then notify Match Sec.

AFTER GAME:

- SMS scores by 6.45 to 0410-938191 (H) - include grade, 50s, 5-fors **by both sides**. Team batting first should be named first. Include wickets, ie 6-149 not just 149.

- (H) Put covers down if required, or away. Rope off table. At Fawkner Park, fold each cover and hessian as per scorebook directions.

BY TUESDAY NIGHT AFTER GAME

- Fill in scores on PlayHQ & submit Captains Report. Scores must pass PlayHQ error check.

WET WEATHER

- Abandoning a game – don't be hasty, 5 hours is lots of drying time, can start 3pm
- Starting on wet deck or table - don't push for it - 1 divot an over is too much. Use the key test. If in doubt, ask the ump about trial balls.
- Playing thru rain - don't do it. Cover the pitch and table. Don't trash it for an extra two overs.
- Home side – repair any divots after play by tapping firmly around edges with bat. Do NOT fill with foreign substance.
- Juniors spoiling pitch – take photos of the damage

COVERS AT CITY OF MELB GROUNDS

Each ground has its own colour-coded covers, hessian and pegs.

Laying covers:

- Hessian on pitch, then single-pitch cover over it, with 6-8 pegs.
- Then large covers over the top, to cover most/all of table.
- If using two covers (FP, FRO, Craw, Western) cover western half of table first, pegged every third hole.)
- Then cover east half, which is higher, overlapping other cover by at least a metre and held down on overlap by weights (eg sandbags).

Putting away covers:

- At FP, home sides must roll up each cover into tight barrel shape as shown in scorebook.
- Covers, hessian, and pegs must be left in the section of the covers room designated for the ground.

OTHER THORNY ISSUES

- *Doubling up players (1)* -- A player can play in two equal MCA grades, eg BNth and BSun, on a weekend.
- *Doubling up players (2)* -- A player can play in two unequal MCA grades, eg BNth and CSun, on a weekend, if 2/3 of his games beforehand have been at the lower level, totalled over this season and last season
- *Forfeit* -- must be done via Match Sec, not via opponent