

**Guidance from the Registration Secretaries**  
**Dave Procter and Kenneth Jeffery**

30<sup>th</sup> January 2014

**TO: League Contacts**

**This document is being distributed by email to currently listed League Contacts.**

**Would representatives please confirm receipt by return email?**

## **PLAYER REGISTRATION – 2014**

**Please note – for the first time in 2014 each player in the East Sussex Cricket League, irrespective of the division in which he plays, has to be registered on-line through his club's Play-Cricket website.**

1. Please ensure that this document receives the proper attention within your Club. The fielding of unregistered or improperly registered players will result in potentially severe penalties. It is understood, particularly in the lower Divisions, that late recruitment of players into a club (for example on a Saturday morning) may make it impossible to register that player in the ordinary way. Under these circumstances post-match registration is permitted within the following 48 hours (deadline midnight on the following Monday.) The responsibility for ensuring that such a player is not ineligible<sup>1</sup> rests with the club recruiting the player.

2. All previous Overseas (Category 3) registrations for last year's division one and two teams have been deleted. However, all existing England Qualified or Equivalent (Category 1) players are still registered on the system. It might be wise at this stage, to check your list, to see if they will still be active players in 2014. If not, then please remove them from the League Registered Players (LRP) list. That aside, the best advice (that it is safer for a club to register all its *bona fide* playing members) remains valid. You can make a start as soon as you like.

Please capitalise the first letters of both First name and Surname when registering a player. Full names are required for Play-Cricket. All players must be registered before playing.

### **CATEGORY 1, England Qualified or Equivalent**

***(Players in this Category may play without restriction).***

3. Clubs **MUST** ensure that the qualification claims are genuine and must be prepared to certify that they are.

Players not born in this Country but who are English Qualified will need to add their Country of Birth. We shall also need you to fill in when the player entered this Country permanently.

### **CATEGORY 3, Overseas Players**

***(Only one Overseas Player may play in any league fixture, including those in the Trophy and Plate Competition).***

4. **These are players who do not qualify under Category 1. The registration lasts only for the current season, but a further application may be renewed the following year.**

### **A timely reminder!**

5. Registration of a player shall at any time be dependent upon all financial and other obligations to his former Club having been discharged. Satisfaction of this requirement remains the responsibility of the receiving club.

---

<sup>1</sup> E.g. having played for another league club in the same season, or owing money to another club, or having disciplinary issues outstanding there.

## ESCL PLAY-CRICKET INSTRUCTIONS

RESULTS MUST BE ENTERED WEEKLY BY ALL EAST SUSSEX CRICKET LEAGUE CLUBS

**Result details must be entered on Play-Cricket by 10 am the following day for ALL East Sussex League games. Scorecards must be entered on Play-Cricket by midnight on the following Tuesday for the same games.**

**All Players of Clubs must be entered and Registered as League Players on the Play-Cricket site. Only players entered on the site will be eligible to play in ESCL matches. Players must be registered before they can play in any League or Cup game. Failure to do so entails strict penalties.**

A member of your club with Play-Cricket website Admin rights for that club should:

1. Sign on with username and password.  
After you have, click on Admin which will take you to the Admin page for your club.
2. Click on the Membership of your site and add as many or all club members to the site.  
The correct DOB, Address & Category must be included to register as a League Player.
3. You can also add them as playing members of the League and as you do so, the application appears on the League Play-Cricket site, for us to approve.
4. Category 1: England Qualified Amateur; Category 3: Overseas Player (select as appropriate)

**The following was information sent by Chris Higginbottom (ECB play-cricket administrator).**

(Items 1 & 2 are sound advice for all clubs. 3, 4 & 5 are entirely optional for those clubs wishing to make use of the availability function.)

He says, "to make the best use of the availability function, take the following steps:-

1. Encourage as many of your players to register with Play-Cricket and join your club as an on-line member or enter their names onto your member database including an email address.
2. Once you have as many names including email addresses as possible on your site, add these people into the various squads that they play in.
3. Once in a squad (with associated fixtures) these players' availability can be completed.
  - a) by themselves (if they have registered with Play-Cricket and become a member of your site) through the availability section of 'my details'.
  - b) by the site administrator by clicking on their name in the member database and completing the availability section.
4. Having captured the availability for each member of the club you then go to select the team in the fixtures area. Here the squad will be displayed and ticks and crosses shown depending on their availability. You also have the choice of selecting players from other squads – however, if that team has already been selected for a particular day those players will show as unavailable even though they may have signed up to being available initially.
5. Having selected your side you can email or text them to which they can then respond confirming if they can play or not."