


## Cornwall Cricket League Player Registration Regulations (Rules 8 & 9)

The key points in the registration rules for **2018 Season** are:-

- Club Play-Cricket Administrators are to administer their own player /member database throughout the year. The Annual Confirmation form has been discontinued.
- Apart from Player Transfers (see below) to remove a player/member go to your Play-Cricket Member database – Select the player – select Edit Roles  and remove them from the Web Roles, Squad Players and League Registered Players Tabs.
- Players can be transferred to play on the following Saturday providing it is fully authenticated, received and recorded on Play-Cricket by 22.00 on Thursdays.
- Players under 18 can be registered at any point of the season.
- Players over 18 can only register after 31<sup>st</sup> July in Tiers 2 & 3 (Divisions 2 and below) and can then only play in the Tiers 2 & 3 for the rest of the season.
- All Category 2 & 3 players (Professionals & Overseas) must be registered annually, and the correct category listed as Category 2 or 3 on the Play Cricket Registration Nomination.
- Only players born before **1<sup>st</sup> September 2005 are automatically** eligible to be registered for the **2018 season.**
- However, please note that those in the U12A age-group listed in his final squad by the U12 County Manager are **additionally** eligible to register outside of this age limit. CCL Rule 23.4 (Junior Cricketers playing in Open Age matches) applies.
- With these rules in place, ONLY Tier 2 & 3 Loan players should be listed as 'Unsure' on your full play-cricket scorecards. List such players in the 'Highlights' section of the scorecard.
- THERE WILL BE OBSERVATION ON SCORECARDS AND REGISTRATIONS AND INELIGIBLE PLAYERS – WITH POINT DEDUCTIONS WHERE CLUBS ARE IN BREACH OF THE RULES (Rule 9.3 )

## General Registration Guidance

All Players must be registered on your club's Play Cricket website as a 'League Registered Player'.

There are help files available on the Cornwall Cricket website at [www.cornwallcricket.co.uk](http://www.cornwallcricket.co.uk) – Club Cricket – Cornwall Cricket League – Downloads.

### Nominations

New Players need to be nominated as standard nominations on your play-cricket site. All dates of birth need to be correct. Provided that a new player's registration is received and recorded on Play-Cricket before the start of a league match, then that player may be selected to play immediately.

### Player Transfers

For players currently registered with another Cornwall Cricket League club complete a **Transfer Form**, (available as a download at the website) and signed by the Importing and Exporting Club Secretary or Chairman. This must be sent to the **Registration Secretary** (Jon Lambert) by email or post to approve the transfer on play-cricket.

**NEW 2018** The **IMPORTING CLUB** must also make the new player a member of their website and then nominate him as a League Registered Player. View the full instructions on page 5 of this document.

**EXPORTING CLUBS DO NOT DELETE** players from your site. Just leave your transferring players in place and the league will do the rest when the paperwork is received. If they have already been removed it makes it a far more complex process!

A player can be transferred to play for his/her new club provided that transfer, fully authenticated, is received and recorded on *Play-Cricket* by 22.00 on a Thursday, then that player may be selected to play from the immediately following Saturday match day.

That with the exception of Tier 3, there are NO transfers after 31 July until the end of the season.

Players who have not played for their club in the previous season to automatically become "free agents" and do not require a transfer.

No transfer of CCL players to and from Premier and County One clubs shall be permitted during the season, except in exceptional circumstances with approval of LMC. (This shall only apply to those playing in Premier and County One League cricket).

## **8.2 Professional players**

- 8.2.1 Clubs are restricted to one 'Registered Professional'. Full details of this player must be supplied annually (before he/she is permitted to play) to the League Registration Secretary who will ensure the player is registered as Category 2.
- 8.2.2 No other playing member in the club, apart from the Registered Professional, shall receive financial support or services or goods of any kind from the club for playing cricket. However, the club may pay a registered playing member to undertake contractual commercial services for the club such as maintenance of premises and playing facilities. The club is required to inform the LMC at the commencement of employment of the name(s) and the nature of the contractual commercial services being provided, using CCL Form PP1.
- 8.2.3 No contractual agreement between a registered professional and a club shall be for period in excess of 12 months nor extend into another cricket season.
- 8.2.4 Paid players are not permitted below County Division One.

## **8.3 Overseas players**

- 8.3.1 There are no restrictions on the numbers of Overseas Players (Category 3E) registered by a club provided that those players are living and working full time in the UK as of January 1st of the current year. Full approval of each such player must be gained annually by application to the League Overseas Player Administrator using the CCL Overseas Amateur Player Information Form (OS2).
- 8.3.2 Clubs are restricted to one AMATEUR or one PROFESSIONAL Category 3 (non-British Citizen or non- EU resident) player per season. Clubs are warned that using an agent with the express purpose of engaging a Category 3 player can jeopardise that player's amateur status.
- 8.3.3 Full details of such players must be provided annually (before he/she is permitted to play) to the League Overseas Player Administrator – procedure as in Rule 8.3.1. Once an overseas player is approved by the Administrator he will advise the Registration Secretary to approve the Play-Cricket registration submitted by the club. This registration applies to the current season after which the registration is cancelled. In the event of a player returning for the following season a new registration must be submitted.
- 8.3.4 Players who are not normally resident in the UK but hold a UK passport or an ancestral visa or who are a full-time EU resident are permitted to come and play at liberty. The League Overseas Player Administrator MUST see a copy of the passport before the player can be officially registered.

## **8.4 Professional Overseas Players**

- 8.4.1 Clubs may obtain the services of one professional overseas player/coach. Clubs must apply to the Border Agency for a sponsor's licence and obtain a Tier 5 creative and sporting visa before they can employ an overseas player/coach under the 'points based managed migration system'. Rule 8.3 still applies. Full approval of each such player must be gained annually by application to the League Overseas Player Administrator using the CCL Overseas Professional Player Information Form (OS1). This player counts as both the Registered Professional and the Category 3 player.

# **9 REGISTRATION**

## **9.1 Registration**

- 9.1.1 All CCL Registrations to be made through the Club's Play-Cricket site.
- 9.1.1.1 No player shall be registered concurrently with more than one club in the CCL with the exception of women players who may register with one club to play league cricket within the Premier Tier, Tiers 1, 2 & 3 and register with one other club to play specifically within the Women's Tier.
- 9.1.1.2 Once registered, a player remains registered to that club until either transferred (in accordance with Rule 9.2) or the registration is removed by either the club or CCL on play-cricket.
- 9.1.1.3 All Clubs MUST use the online registration system on their Club Play Cricket site to register players throughout the year. Provided that a new player's registration is received and recorded on Play-Cricket before the start of a league match, then that player may be selected to play immediately.
- 9.1.1.4 The information shall contain name, address, Country of Birth (if outside UK – the date of most recent entry into the UK), and date of birth of all players.
- 9.1.2 Premier & Division 1 only. No player aged 18 years or older on the day of registration or re-registration can be registered after 31st July and before the last match of the current season.
- 9.1.3 Teams in Tiers 2 & 3 can register players on the day of a game throughout the season; the player must be registered via Play-Cricket within 48 hours of the match in which they were registered. A player registered in this manner after 31st July may only play in the Tier 2 & Tier 3 for the rest of that season. Failure to complete both the result sheet and Play-Cricket will result in the registration being invalid.
- 9.1.4 Any complaints arising from registrations should be sent to the Disciplinary Secretary within 7 days.

## **9.2 Transfers**

- 9.2.1 A player may be transferred from one club to another at their request.
- 9.2.2 CCL Transfer Form must be completed for all-year transfer of players from one CCL club to another.
- 9.2.2.1 This form must be signed by the Secretary or Chairman of both clubs and the player being transferred and submitted to the League Registration Secretary.

- 9.2.3 No transfer of CCL players to and from Premier and County One clubs shall be permitted during the season, except in exceptional circumstances with approval of LMC. (This shall only apply to those playing in Premier and County One League cricket).
- 9.2.4 A player can be transferred to play for his/her new club provided the transfer, fully authenticated, is received and recorded on Play-Cricket by 22.00 on a Thursday. That player may be selected to play from the immediately following Saturday match day.  
With the exception of Tier 3, there are NO transfers after 31 July until the end of the season.
- 9.2.5 Once a transfer is approved by the Registration Secretary he will complete the player transfer process on Play-Cricket.
- 9.2.6 Players who have not played for their club in the previous season shall automatically become “free agents” and do not require a transfer.
- 9.3 Breach**
- 9.3.1 Where the LMC is satisfied that there is a breach of the registration or transfer rules, the breach may be penalised by a fine on the club (maximum £500) and the deduction of points unfairly gained.
- 9.3.1.1 Points may also be awarded to the opposing team.
- 9.3.2 Any team that plays an unregistered player will be automatically deducted 5pts for each of the first three offences in any season; any subsequent breach will result in a 10 point deduction.
- 9.3.3 A club found to be contravening rules relating to payment of players may, as an ultimate sanction, be expelled from the League. The minimum tariff for related offences shall be a deduction of 5 points per player per match.
- 9.3.4 A player found to be accepting such payments shall be banned from playing in the League for minimum period of 3 years.
- 9.4 Loan Players**
- 9.4.1 No loans at all are allowed to or from teams in the Premier League or Division 1. Players may be loaned freely between all teams within Tiers 2 and 3. However, no loan player, who has played 5 of the last 8 games in a higher division that have commenced for his/her registered club in the current or previous season, may be loaned to a team in a lower division. whether for a scheduled or rescheduled fixture. A player may be loaned to a team in a higher division. with the player's agreement. In the case of this loan, clubs must be mindful of their duty of care to young players playing in a higher division.
- 9.4.2 There is no restriction on the number of teams a player may be loaned to or on the number of loan players allowed in a particular match. However no loan player should replace a home club player who is available and willing to play.
- 9.4.3 A loan player can play for more than one team over the same weekend.
- 9.4.4 For all scheduled and re-scheduled fixtures, selection of loan players is subject to 11.4.3 or 11.4.4 respectively.
- 9.4.5 No player may be loaned without an official (Chairman/Secretary/Captain) of the player's parent club having given direct permission to the club wishing to play him/her in a match. Additionally, the Captain of the team using a loan player must make the opposing team's Captain aware of the existence of any loan player before the toss. No permission, however, is required from the Captain of the opposing team.
- 9.4.6 The LMC may intervene, without having received an official complaint, and take appropriate action, should they feel that there has been a clear breach of the spirit of the loan system, such as the deliberate strengthening of a team.
- 9.4.7 Clubs must advise the LMC of any loan players by placing the letter “L” after the name on the match result sheet.

*Note : League Rules have been renumbered for 2018.*

### ***Play-Cricket League Registered Players instructions (Updated March 2018)***

The new player registration process allows clubs to see potential duplicate registrations and identify them

- Removes duplicates from the system.
- Improves transfer management giving leagues and club chances to approve and object.
- Introduces a cross league transfer process for the first time. This will reduce the load on administrators by providing all the information in one place and improve the quality of the playing data for the clubs, leagues and players by combining one of more instances of the same person. Clubs will also now be better informed of a players past when they wish to be registered and can avoid inadvertently attempting to register a player already registered for another club.

For a simple new registration of a player for the first time there is no change to the process.

- For simple transfers there are now steps to allow clubs to select the duplicate player; objections and approvals are built in the workflow and the merge of the old and new records happens on a button press from the league when they accept the registration.

- For complex transfers across leagues a similar process is followed which each interested party being informed and having the ability to act.

**There are TWO different procedures to register a player.**  
**If he has NOT played for another CCL club follow A below. If he HAS PLAYED follow B**

## **A REGISTERING A NEW PLAYER WHO HAS NOT PLAYED FOR ANOTHER CCL CLUB**

### **Creating a Player on your play-cricket club site.**

There are **two ways** that a player can be created on your Play-cricket site.

#### **a) Player self Sign-up**

They can sign up themselves by visiting their club's Play-cricket site and clicking the Sign up button . The Club Administrator can then implement 10 -24 onwards to make him a League Registered Player (follow 20A & 21A).

Go to any **play-cricket site**

At the top right click [Sign up](#)

Fill in the form with **all** \* the compulsory details.

Your email address and a password is required.

When you click on the **Register** button, you should receive an acknowledgment by email, with a link to validate your email address

When your email address has been validated, you will need to sign in to the login page using the password that you created, and then accept Terms and Conditions before getting a message to confirm that your registration is complete.

**At this point, you are invited to select a club or county board** that you play for so that an administrator can add your details to a member database. Click on the '**Select Club**' or '**Select County Board**' buttons to continue.

Now find the club that you wish to join by entering the first few letters of the club or county board's name into the search box and then clicking **Search**

Now click on the '**Select**' icon for the club that you are interested in from the results returned.

The final screen informs you that an administrator will approve the application for membership of a site. Click **Finish**

#### **Stage 2**


Your application will be reviewed by your club web site administrator, when he/she next logs on and enters the Admin Homepage.

#### **Stage 3**

Once accepted you will be notified by email, automatically from your club's play cricket administrator, confirming your membership.

or

#### **b) Registration by the Main Administrator:**

- 1 Log into your Club's Play-Cricket website.
- 2 You will need to have **Administrator** rights to access the Players & Registration area.
- 3 Sign in (click **Login** -Top right), click **'Site Administration'** via the arrow beside your name (Top right)
- 4 New screen appears, in the left column click **'Members'** then click **'Member Database'**.
- 5 In the right in **Role Select - Member of The Website**
- 6 Click **\* Add New Member With This Role'**
- 7 Click **Add Member**
- 8 Complete **First Name, Surname, and Date of Birth (\*Mandatory)**, also email address if known.
- 9 Click **Save**
- 10 Screen Returns to **Member Database** - in the right Column. Select Role **Member of the Website** - **Search**
- 11 Find the new player in the list and click the black hat  - 'Edit Roles' to the right
- 12 At top of page then click the **'League Registered Players'** tab.
- 13 On the next screen, complete **Address, Postcode and Place of Birth (\*Mandatory)**,
- 14 Click **'Save'** at the bottom.
- 15 When the screen refreshes, **you are now ready to register a player with the League.**
- 16 In the right column beside 'Cornwall Cricket League Registered Player', click **'Apply'**.
- 17 Check for duplicates and match if necessary. Click **'Next'** at the bottom
- 18 Complete **Player Category** – Either **1** (Ordinary player), **2** (Club Professional), **3** (Overseas player).
- 19 Click **Next**

For <b>New Players</b> (not played in the CCL before)		<b>OR</b> For <b>Player Transfers</b> (played in the CCL for other clubs)	
20 A	<b>'Standard Nomination'</b> select <input type="radio"/> 'No' and add any further information.	20 B	Their ID and previous club appears. Tick Player Transfer box. Click <b>Next</b>
21 A	Click <b>'Save'</b> at the bottom.	21 B	You can supply further Information. Click <b>'Save'</b> at the bottom.

- 22 Check **'Successfully applied for league registered player role'** appears at the top of the page.
- 23 On the right 'Cornwall Cricket League Registered Player Status' now reads 'Pending',
- 24 The LMC Registrations Secretary (*Jon Lambert*) will now see the player in his list of Nominations. He will then approve the player, providing he is not registered to another club, and at that point the player will appear in the Club's 'League Registered Players' list and be eligible to play for the Club in the Cornwall Cricket League. If he rejects a player the club should be automatically notified by email.

**OR**

**B TRANSFERRING A PLAYER FROM ANOTHER CORNWALL CRICKET LEAGUE CLUB**

Complete a **Player Transfer Form** (by the Player, Exporting and Importing Clubs). They are downloadable at <https://cornwallcricket.co.uk/adult/cornwall-league/cornwall-cricket-league-downloads/>



**Transfer Forms** can be either scanned as jpegs or pdfs and emailed or posted to **Registration Secretary Jon Lambert**.

**Email: jonathan3655@sky.com or J. Lambert, April Sunset, Latchley, Gunnislake PL18 9AX**

No need for a self-addressed stamped envelope anymore.

## NEW PROCEDURE FOR 2018

### The importing club now has to nominate the player on PLAY-CRICKET

- 1 Log into your Club's Play-Cricket website.
- 2 You will need to have **Administrator** rights to access the Players & Registration area.
- 3 Sign in (click [Login](#) -Top right), click '[Site Administration](#)' via the arrow beside your name (Top right)
- 4 New screen appears, in the left column click '[Members](#)' then click '[Member Database](#)'.
- 5 Select Role - **Member of The Website**
- 6 Click **\* Add New Member With This Role'**
- 7 Type the **Players Surname** and **Club** in Keyword [Search](#)
- 8 **Select** by clicking the hand symbol  for the appropriate **Club**
- 9 After checking the stats **Select** by clicking the hand symbol  of the correct player

**The player has now been added to the member database for your club**

Then follow steps 10 to 24 above (**Following steps 20B and 21B**)

**The League will then be able to finalise the transfer on play-cricket.**

**Exporting Clubs: DO NOT DELETE THE PLAYER FROM YOUR SITE.**


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A player can be transferred to play for his/her new club provided the transfer, fully authenticated, is received and recorded on Play-Cricket by 22.00 on a Thursday. That player may be selected to play from the immediately following Saturday match day.


With the exception of Tier 3, there are NO transfers after 31 July until the end of the season.

### **SQUAD PLAYERS**

To make it easier for clubs to select players into teams and scorecards all players should be made '**Squad Players**'. They then appear beside the team selection list when adding a result, to easily import. Otherwise select from Squad - N/A when putting a team into a scorecard. All the club Registered Players should appear.

- 1 In the '**Member Database**' click the **black hat**  beside the player's name.
  - 2 **Select the 'Squad Players'** tab.
  - 3 **Click the relevant downward arrows**, highlight **Activate** and Click **Save**
- Go back to '**Member Database**', **click on view player, and click Memberships & Roles** at the top. Click View Roles. The player should then be listed as
- (1) Member of the Website,
  - (2) Squad member/s (as appropriate) and
  - (3) Cornwall Cricket League Registered Player.

### **TO DELETE A LEAGUE REGISTERED PLAYER**

Apart from **Player Transfers** (see above) to remove a player/member go to your Play-Cricket Member database – Select the player – select Edit Roles  and remove them from the Web Roles, Squad Players and League Registered Players Tabs.

**PLAYER TRANSFERS - DO NOT DELETE the player** – It will be dealt with by the League.

**IMPORTANT**

Members of the website with a \* next to their name are members who have not yet registered at Play Cricket as a 'Registered Play Cricket website user'.

This is different to being a 'CCL registered player'.

Anyone who is a Registered Play Cricket site user will be able to log on and see the details of the Club and the statistics of their club and players.

To aid player communications the ECB have requested that Cornwall Cricket League members/players should individually sign up for membership of your club play-cricket site (top right of each homepage) and tick the box to allow communications from ECB. This process is opposed to the default 'Temporary Player Membership' awarded by clubs who register players themselves. Once a member/player has entered their details, and applied for membership, they can be approved by your Club Administrator and are eligible to be given web roles on your site. They will also be able to receive the weekly Cornwall Honours Boards email from ECB

### **TO VIEW A LIST OF ALL CLUB MEMBERS**

In the Member Database 'top right box' select 'Member of the website' as the role, then click Search. All names on the Club Website will appear, possibly over several pages.

To see all 'CCL League Registered players' only, change the role box to 'League Registered Players', then click Search.

All CCL Registered Players will appear in list over several pages.

To see all 'Squad players' only, change the role box to 'Squad Players', select which squad from the sub-role box then click Search.

All Squad Players will appear in list over several pages.

Current 'Administrators' can be searched likewise.

In summary to play in the Cornwall Cricket League a player **MUST BE** a 'Member of the Club Website' **AND** a 'Cornwall Cricket League Registered Player'. Preferably he should also be activated as a 'Squad Member' for the teams he is likely to play for. All players can be in all squads if preferred of course.

### **CHANGE OF ADDRESS OR DATE OF BIRTH FOR CCL REGISTERED PLAYERS**

For security purposes, this can only be actioned by either the player themselves if they are a registered Play Cricket website user OR by the Administrator of the CCL Play Cricket website.

### **PLAYERS WISHING TO JOIN THE CLUB PLAY CRICKET WEBSITE AS A PLAY CRICKET REGISTERED WEBSITE USER**

These will appear in the Admin page list of nominations. The Administrator can then click on them and review/ approve the applicant. After that the member may see all the site and may be merged with an existing record if they are already showing as a member with a \* against their name.

### **MERGING MEMBERS RECORDS**

Select the name without the \* next to it, select the match  icon.

Find the other member record in the list and it should have a \* against it.

Now select Match  and the records will be merged together, the website should reflect this in approximately 1 hour.

**DO NOT DO THIS UNLESS YOU ARE DEFINITE IT IS THE SAME PERSON AS IT IS IRREVERSIBLE.**

March 2018

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🌐 <http://ccb.play-cricket.com>



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