



Berkswell CC Policy on Junior Players in Open Age Group Cricket

The purpose of this policy is to set out how Berkswell CC deals with the selection and participation of young players in open age group cricket in order to support them in their cricketing development.

The guidance is as follows:

- Making the step up from junior to open age group cricket is a significant event in any player's cricket experience. Berkswell CC ensure that the player's safety, personal development needs and overall cricket experience are considered.
- Berkswell CC open age captains, junior coaches and managers are required to take into account the requirements on age.
- Children must be at least 13 years old to play in open age cricket. The only exception is U12 County players. If managers feel that a younger player is ready for open-age cricket and who hasn't been noticed by the county coaches, then they can contact WCB/Paul Greetham for permission.
- Each case is to be determined on an individual basis, depending on the player's ability and stage of cognitive and emotional maturity to take part at this level – however, the minimum age guidance provided above is always adhered to by Berkswell CC.
- Open age captains, junior coaches and managers are encouraged to ensure that junior players are involved in all aspects of the game wherever possible i.e. socialising, team talks, practice, decision making and so on, so they feel part of the team.
- Children will often feel more comfortable and able to perform if they have a family member or friend also playing in the side.
- Our aim is to ensure that we meet ECB best practice so that children playing open age cricket have a positive experience and can contribute to each game and not merely play as a fielder.
- Open age captains, junior coaches and managers will endeavour to be supportive, at all times, even when children are not successful. Praise and encouragement are important.
- Berkswell CC open age captains are required to inform the Umpires of any under 18s in the side.