

HEATHERDALE CRICKET CLUB Inc

BHRDCA T20 SELECTION POLICY – 12 Nov 2014

- Where HCC chooses to enter 2 senior T20 men's teams in a given season of cricket, the top grade is picked from the best available registered players at HCC, regardless if they are a junior or a senior player for the whole season. In the remaining 2nd XI side, registered senior men's players will get preference over a junior player. In the 2nd XI, there will be a rotation of players to ensure as many senior players get an opportunity to play in this unique format.
- Where HCC chooses to enter 3 or more senior T20 men's teams in a given season of cricket, the top 2 grades are picked from the best available registered players at HCC, regardless if they are a junior or a senior player for the whole season. In the remaining senior men's team(s), registered senior men's players will get preference over a junior player. In the 3rd XI and below, there will be a rotation of players to ensure as many senior players get an opportunity to play in this unique format.
- The 1st XI at HCC will not only be picked on talent, performance and whether they're registered, it's also picked on demonstrating a commitment to the HCC by attending training. HCC encourage ALL T20 players to train at least once a week to be considered for T20 fixtures. However, in the top grade, it's compulsory.
- Team Captains will be responsible for the selection of players, with any disputes referred to the Chairman of Selectors.
- The Chairman of Selectors is available to ANY player to discuss ANY ideas and issues.

NOTES

** All selected players must be registered and financial. Financial players include: all players who have paid their subs in FULL or are on a payment plan that has been agreed and adhered to by the player and the HCC Treasurer. For the purposes of T20 games players can 'pay as you play' under agreement with the HCC Treasurer.

** Fees for T20 games are:

Level 1 - \$7 per game for paid up members of HCC

Level 2 - \$10 per game for players using the 'pay as you play' system