



# Kingborough District Cricket Club

## Player Code of Conduct

Traditionally, cricket has been the one sport to maintain and exhibit the highest levels of conduct and sportsmanship. While always a most competitive game, the continued strength of the sport has relied upon the acceptance of the umpire's decision and the preparedness to play within the "spirit of the game."

Whether or not bad or unacceptable behaviour is evident in international or interstate cricket or whether the language used is considered "acceptable" by today's society is of little concern to the K.D.C.C. The club is primarily interested in having all cricket under its control played within the spirit and traditions of the game.

### **On Field**

**Play by the rules:**

**Dress Code**

**The Club expects all players, as representatives of the club, to wear the correct attire on field during games being as follows:**

- A White "Knights" collared shirt, and white cricket pants for two day games
- Black "Knights" pants and official "Knights" top for T20 and 50 over games
- A KDCC black cap or white floppy hat
- Cricket shoes or runners with the majority of colour being white

**Show respect for your Captain, your Team, and your Club.**

- The Club appoints team captains with a clear expectation that they will be shown proper respect on and off the field. If you have a problem with your captain that you cannot resolve one on one, the only avenue of appeal open to you is to the committee via the Director of coaching or the player representative to the board.
- An argument between you and your teammates during the course of a match brings you, your team, and the club into disrepute. It is unacceptable.

### **Never argue with an official.**

- The questioning/disputing of the umpire's decision - is not acceptable. This not only applies to dismissals and unsuccessful appeals but also to the judgment of calls on no balls, wides, byes, etc.
- An excessive number of frivolous and ridiculous appeals - primarily aimed at pressuring and intimidating the umpire into a favourable decision, are equally unacceptable.

### **Control your temper.**

- The use of offensive language to an opposing player or toward an umpire, or even as an expression of frustration or self-admonishment is unacceptable. This includes racial vilification (any act that is reasonably likely to threaten, disparage, vilify, offend, insult, humiliate or intimidate another person or group based on race, religion, descent, colour or national or ethnic origin).
- The actions of the dismissed batsman - in failing to leave the crease promptly on being given out and any equipment abuse (e.g. banging the bat into the ground or against the fence or race, etc and/or throwing the bat or equipment during or after his return to the pavilion) is unacceptable.

### **Work equally hard for yourself as you do for your team.**

### **Be a good sport. Always conduct yourself in a way that reflects well on yourself and your club.**

### **Celebrate your team's success. Do not ridicule the other team's failure, specifically:**

- "Send offs" - usually to a dismissed batsman by the bowler or a member of the fielding side. This can often inflame situations and lead to a more serious altercation.
- Treat all participants in your game, as you would want to be treated. Appreciate the efforts of the opposition team. If there were no opposition, you would not get a game.

## **Training & Selection**

- Attendance at training is expected for at least two sessions per week.
- If you cannot attend training, it is your responsibility to advise the Head Coach or Director of Coaching
- The Head Coach, and/or any designated assistants/specialists run training. You are accountable to them during a training session.
- When you come to training be prepared to train.

### **Wear the correct gear:**

- A KDCC training shirt is mandatory;
- All normal protective gear is mandatory. This includes footwear and sunscreen.
- Preferred attire is “Knights” training shirt, black shorts, and a KDCC cap or white floppy hat.

**Approach training as if it was a match. Bat, bowl & field to the best of your ability.**

**It is your responsibility to “sign-in” (to the net captain) for training.**

**It is your responsibility to declare availability for selection.**

- Once selected, you are expected to play unless there is a compelling and verifiable reason why you should be excused.
- Late notice of withdrawal from a team is not welcomed. If you might not be available for all days of a match, either discuss your situation with the Chairman of Selectors, or declare yourself unavailable.

**Selection decisions are made by the Selection Committee, and are final.**

- You are expected to play in the team, and at the location specified on selection night.
- If you are named as an emergency, you may be called on to change team and location. You will be expected to be available for such changes.

## **Off Field**

**You must adhere to all Club policies, including:**

- The Players Code of Conduct;
- The Spectators Code of Conduct;
- The Club’s Health & Safety Policy;

- The Club's "Good Sports" responsible use of alcohol Policy.

**Whilst attending or involved in any cricket or club related activity, you are a representative of the Club.**

- Your personal behaviour must reflect the circumstances, and you must adjust accordingly.
- When attending a junior teams match or event, show proper respect to the players and their parent's supporters. Junior players look to seniors for mentoring and as a role model. Encourage and support our next generation of cricketers.
- Excessive bad language is not acceptable.
- Abuse of alcohol is not acceptable and contravenes the club's Health & Safety policy, and our commitment to the ADF Good Sports programme.

**The Club relies on all players being fully financial.**

- Registration fees are expected to be paid up to date as soon as possible.
- Registration fee must be paid up front on registration day. The latest that the Registration fee can be paid is before the commencement of round 4 of the season.

**Responsibility of Captains**

**Captains are responsible to ensure that the Kingborough District Cricket Club Player Code of Conduct is adhered to.**

**Captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.**

In the event of any player failing to comply with the instructions of an umpire, criticising his decisions by word or action, showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned will report the matter to the player's captain requesting the latter to take action. As an on field leader you are responsible to ensure that these situations do not get out of hand, and that your player is "calmed down."

**Fair and Unfair Play**

According to the Laws the umpires are the sole judges of fair and unfair Play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

**The umpires are authorised to intervene in cases of:**

- Time wasting
- Damaging the pitch

- Intimidatory bowling
- Tampering with the ball
- Any other action that they deem to be unfair

**The Spirit of the game involves RESPECT for:**

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

The KDCC primary purpose is to provide a healthy, safe and friendly environment for those who enjoy playing the game of cricket.