



POSITION DESCRIPTION

Position Title:	Team Captain
Club:	Gordon District Cricket Club, Women's Division
Team:	1 st , 2 nd , 3 rd Grade & Brewer Shield
Reports to:	GDCCWD Executive Committee

The **captain** of a cricket team is an individual who, during the course of a match, has several additional roles and responsibilities over and above those of a regular player. As in other sports, the captain is usually an experienced cricketer with good communication skills, who is likely to be one of the most regular members of the team. While the captain has the final say decisions are often collaborative. A captain's knowledge of the complexities of cricket strategy and tactics, and shrewdness in the field, may contribute significantly to the team's success.

The Captain is responsible for ensuring that, at all times, the game is conducted within both the Spirit and Laws of Cricket. Captains are responsible for the behaviour of their players.

ACCOUNTABILITIES:

Practice and pre-match

- Able to attend practice regularly and lead by example.
- Able to attend selection meetings and be confident to have a say in the balance of the side.
- Willing to discuss game plans with coaches and/or senior players.
- Take the time to talk to each player about their role in the team.
- Ensure familiarity with the Sydney Cricket Association Playing Conditions and the MCC Laws of Cricket
- Ensure players are wearing the correct uniform

During the match

- Able to assess conditions including the pitch and weather
- Arrive early to home games to coordinate removal of covers and pitch preparation
- Analyse strengths and weaknesses of opposition, sometimes on little information.
- Decide a batting order and let everyone know the plan.



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- Calculate bowling changes based on conditions and match situation.
- Set the field for each batter in combination with your bowlers.
- Keen to watch the match, even when not directly involved (i.e. Have just got out).
- Ensure the batting side takes responsibility for the drinks (players and umpires).
- Able to encourage fielders and bowlers at all times.
- High levels of concentration on captaincy as well as your own skills.
- Able to keep the game flowing and not let a situation get out of control.
- Calmness under extreme tension.

Post Match

- Able to listen to and process advice.
- Willing to learn from mistakes.
- Develop a 'thick skin' to criticism and look forward to the next game whatever the result.
- Able to smile and stay positive even in defeat.
- Be a polite and friendly host to the opposition.
- Ensure the scorebook is confirmed by the umpires and the scores are phoned through to AAP by 7pm on the day of the match (next day for 3rd Grade)
- Input match results in MyCricket for home matches by 12pm on the Tuesday following the match
- Submit Match Report to Sydney Cricket Association by 12pm on the Tuesday following the match

KEY COMPETENCIES / SKILLS

- Initiative
- Contribute to team success
- Build effective player relationships
- Communicate effectively
- Planning and organising
- Analysis and decision making