

## Guidance Notes for Development Teams in the East Area

### Overview

The Mr Cricket Hockey East Area Adult Hockey Leagues structure makes provision for Development Teams. The purpose of this provision is to support and encourage participation in the lowest divisions of the league. The intention is to provide experience of playing hockey within a league, both from a playing and administration perspective. It is hoped that it will give new team or club start-ups the opportunity to 'learn the ropes' when they may not yet be confident of full participation in a competitive League. It is anticipated that a Development Team would play on this basis for one or two seasons as the aspiration is to establish an Adult Team that plays on a competitive basis.

### Key Points

- Development Teams can only play in the lowest ranked division of the vertical league structure
- Development Team entry must be submitted on the [Adult League Team Entry Form](#) before the 1<sup>st</sup> May
- A Development Team may not change their status to an Adult Team once the season has commenced
- A Development Team is expected to play fixtures each scheduled week, a Development Team will be removed from the division if they fail to honour more than 4 fixtures during the season (see Regulation 4.3)
- In general, the Standard Adult League Regulations apply to all Development Teams but with greater leniency in terms of compliance with Player Eligibility/Fair Selection. The following key variations apply in the East:
  - All matches are played as friendlies; this includes matches against other Development Teams and Adult Teams playing on a competitive basis
    - GMS team sheets and post-match information should be submitted as per the Standard Adult League Regulations (see Regulation 9.4)
    - All points in a Development Team fixture will be removed i.e., no points will be awarded to either side - the ALMC will manually remove points awarded during the season.
  - A Development Team must have a minimum of 6 core players i.e., players who have not played for another team in the league on that day (and must have a minimum of 7 players to play the match)
  - Team selection of the Development Team and their opposition may be supplemented as follows:
    - Players of any standard doubling up and/or playing down from other teams (of the same gender) from that Club. It is expected that players playing down from a higher Grade will do so in the spirit of 'development' i.e., not dominate the game
    - 'Borrowing' players from the opposing team or other clubs
    - Players aged 12 (of the same gender) with the agreement of their parent/guardian and if the Club can ensure that the player has the physical development and confidence to participate
    - In games featuring a development team, both sides may select players aged 12, not just the development team
    - ALL players must be registered on GMS, U18 players must be registered via a parent as an U18 related player.
  - If a Development Team cancels a fixture, they will not receive any point deduction penalties however will incur financial penalties as per the Standard Adult League Regulations. See Appendix 6 Standard Penalties and Tariffs i.e., pitch costs to opposition and T1 fine (if applicable)
  - Adult Teams who cancel fixtures against a Development Team will be penalised as per the Standard Adult League Regulations. See Appendix 6 Standard Penalties and Tariffs i.e., 1 point deduction, pitch costs to opposition and T1 fine (if applicable)
  - A 5-0 walkover will not be applied to any Development Team fixture and will be marked as cancelled
  - Normal match cancellation protocols MUST be followed

**If a Development Team is not able to meet these criteria, then participation is not recommended**