

### **Scoring:**

There is a scoring system for all the categories.

Each category has five criteria worth up to 10 points, awarded at the discretion of the judging panel.

The last criterion in each category is a 'WOW' factor, which is worth up to 50 points. The 'WOW' Factor refers to something that is extraordinary and/or unique.

In most cases, the nominees with the highest score (out of 100) should be the winner, but further discussion may be necessary for close point allocations.

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| <b>Connecting Communities</b> – A club or community organisation which has gone above and beyond to #raisethegame and support communities/groups | Score       |
| <b>The nominee must show evidence of:</b>  |             |
| Supporting their players, members, and wider communities   | /10         |
| Running programmes or events to empower individuals/groups   | /10         |
| Setting up initiatives to proactively get the club or community into cricket   | /10         |
| Displaying enthusiasm and drive to use the power of cricket to bring their community together  | /10         |
| Their actions impacting the development of the club/community in a positive and lasting way  | /10         |
| <b>WOW factor</b> – An outstanding willingness to go beyond the call of duty for the sake of the club/community and its members                  | /50         |
| <b>TOTAL POINTS</b>  | <b>/100</b> |

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| <b>Inspired to Play</b> – An individual or group within your club or community organisation going above and beyond to #raisethegame and open the game up to new audiences | Score       |
| <b>The nominee must show evidence of:</b>   |             |
| Increasing the number of boys, girls and women participating  | /10         |
| Recruiting and training new volunteers to help deliver more cricket   | /10         |
| Putting plans in place to help retain new players/volunteers  | /10         |
| Introducing initiatives to support new groups into your club or community   | /10         |
| Encouraging others to come on the journey in trying something new   | /10         |
| <b>WOW factor</b> – A consistent effort to try new things to inspire new individuals to the game  | /50         |
| <b>TOTAL POINTS</b>   | <b>/100</b> |

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| <b>Growing the Game</b> – A league volunteer, committee member, or administrator going above and beyond to support clubs and help increase the number of games played | Score |
| <b>The nominee must show evidence of:</b>   |       |

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| Supporting the adoption of play-cricket and the use of play-cricket scorer across all their leagues  | /10         |
| Going beyond the call of duty and supporting key volunteers within clubs to help reduce the number of cancelled and conceded games throughout the season | /10         |
| Putting plans in place to recruit and train new umpires and officials  | /10         |
| Positively increasing the quality of umpiring, scoring and grounds   | /10         |
| Introducing new ideas and rules which will help and support Club Captains and players on and off the field   | /10         |
| <b>WOW factor</b> – An outstanding willingness to go beyond the call of duty to ensure that matches and games are played and completed                   | /50         |
| <b>TOTAL POINTS</b>  | <b>/100</b> |

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| <b>Lifetime Achiever</b> – That one individual who has given many years of service to your club or community group and who you could not do without   | Score       |
| <b>The nominee must show evidence of:</b>   |             |
| Taking on a wide variety of different playing and volunteering roles with the cricket club, league, or board  | /10         |
| Having an impact on the development of the cricket Cub/League/Board/community and its members, i.e., implementation of a junior section, women's section, ground improvements, increase in participation levels, improved administration processes etc. | /10         |
| Embracing change and evidence of moving the club/league/board/community forward   | /10         |
| Providing a legacy for the organisation and providing for regeneration in the future  | /10         |
| Building partnerships with external organisations and embracing programmes for the benefit of the club/league/board/community i.e. CricketForce and Chance to Shine   | /10         |
| <b>WOW factor</b> – A commitment to their cricket club, league, board or local cricket community spanning a significant number of years.<br>Suggested scoring 50 yrs = 50 points 40 yrs = 40 points and 30 yrs = 30 points                              | /50         |
| <b>TOTAL POINTS</b>   | <b>/100</b> |

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| <b>Cricket Innovators</b> – Someone who has brought new ideas and/or implemented new systems to improve your club or community group  | Score       |
| <b>The nominee must show evidence of:</b>   |             |
| Implementing procedures or actions to positively impact processes within your club or community   | /10         |
| Introducing a new idea to positively impact your club or community  | /10         |
| Thinking outside the box to enhance the experience of those in and around your club or community  | /10         |
| An ambition to always look at ways of doing things better and challenging the norm  | /10         |
| Empowering others to come on the journey or adopt change  | /10         |
| <b>WOW factor</b> – A consistent willingness to further develop themselves in order to positively impact your club/community. e.g., upskilling themselves via digital skills training to support. | /50         |
| <b>TOTAL POINTS</b>   | <b>/100</b> |

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| <b>Unsung Hero</b> – Those heroes who impact our game from behind-the-scenes and help us make cricket happen | Score |
| <b>The nominee must show evidence of:</b>  |       |
| Undertaking several key roles and tasks within the club when they are not fulfilled by                       | /10   |

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| others   |             |
| A willingness to try their hand at anything in order to get it done and a willingness to learn or be trained in certain areas if needed  | /10         |
| Helping to recruit and retaining players, volunteers, administrators, and officials at their club or organisation  | /10         |
| Dedicating significant time and commitment to a cricket club or organisation   | /10         |
| An outstanding willingness to go beyond the call of duty for the sake of the club and its members  | /10         |
| <b>WOW factor</b> – That special volunteer that your club simply could not do without, they are always there to lend a hand, displaying enthusiasm supporting other volunteers and players | /50         |
| <b>TOTAL POINTS</b>  | <b>/100</b> |

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| <b>Rising Star</b> – A young volunteer making a difference – for 11-16-year-olds  | Score       |
| <b>The nominee must show evidence of:</b>   |             |
| Being responsible, dependable, and enthusiastic   | /10         |
| Having a positive effect on their club/group/organisation and other members   | /10         |
| A willingness to use their volunteering experience to help recruit more young people into volunteering roles within cricket | /10         |
| A willingness to learn from experience, undertake training and learn from others  | /10         |
| Displaying enthusiasm and drive to increase participation at their club or wider community                                  | /10         |
| <b>WOW factor</b> – a zest of energy positively impacting your club or community  | /50         |
| <b>TOTAL POINTS</b>   | <b>/100</b> |

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| <b>Game Changer</b> – A young volunteer making a difference in the game – for 17-25-year-olds   | Score       |
| <b>The nominee must show evidence of:</b>   |             |
| Being a fantastic role model at their club providing leadership, initiative and willingness to think outside the boundary             | /10         |
| Having a positive effect on their club/group/organisation and other members by creating and delivering new initiatives                | /10         |
| A willingness to use their volunteering experience to help recruit more young people into volunteering roles within cricket           | /10         |
| A willingness to learn from experience, undertake training and learn from others  | /10         |
| Displaying enthusiasm and drive to increase participation in cricket by recruiting and /or retaining players within their environment | /10         |
| <b>WOW factor</b> – a zest of energy positively impacting your club or community  | /50         |
| <b>TOTAL POINTS</b>   | <b>/100</b> |

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| <b>SafeHands Award</b> – An individual that has gone above and beyond to create a positive and inclusive environment for young people to enjoy the game | Score |
| <b>The nominee must show evidence of:</b>   |       |
| Introducing new ideas across the club to provide opportunities for everyone   | /10   |
| Encouraging safer recruitment practices to get the right people involved  | /10   |
| Setting up initiatives to encourage parents, volunteers and young people to promote safeguarding  | /15   |
| Introducing new processes which put young people at the heart of cricket  | /15   |

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| <b>WOW Factor</b> – Created a real culture of listening to children with examples of how they have listened and then created change within the club because of these views | /50         |
| <b>TOTAL POINTS</b>  | <b>/100</b> |

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| <b>Volunteer Grounds Management Team of the Year</b> – An opportunity to reward and recognise those volunteers who are working hard and improving the places where the game is played | Score       |
| <b>The nominee must show evidence of:</b>   |             |
| Improving their local environment by improving green space and supporting the environment   | /10         |
| Working with their club and/or local community to introduce new people to the benefits of volunteering in grounds management  | /10         |
| Actively seeking to improve their skills and knowledge through training and education   | /10         |
| Sharing their skills and knowledge to help other clubs and organisations improve  | /10         |
| Innovation in grounds management technology, practice or communication  | /10         |
| <b>WOW factor</b> – A commitment to grow the game by providing opportunities for people to play cricket of all types at all levels, and going above and beyond to get the game on     | /50         |
| <b>TOTAL POINTS</b>   | <b>/100</b> |

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| <b>Tackling Climate Change</b> – A club or community organisation that is addressing the threat climate change poses to cricket, by making sustainable changes to operations, adapting their facilities and/or engaging and educating their local community  | Score       |
| <b>The nominee must show evidence of:</b>  |             |
| Establishing and promoting good practice in your club or organisation to tackle climate change, this may include a sustainability action plan  | /10         |
| Implementing changes in operations and/or facilities to improve environmental sustainability and build resilience against the impacts of climate change  | /10         |
| Actively seeking to improve knowledge and awareness of impact of climate change on cricket and vice versa and key actions to combat climate change, and any associated behaviour change as a result  | /10         |
| Sharing their skills and knowledge to help other clubs, organisations and wider community improve their environmental sustainability   | /10         |
| Implementing innovative technology, practices, or communication methods that resulted in positive outcomes for environmental sustainability  | /10         |
| <b>WOW factor</b> – A clear commitment to, and delivery of, ambitious goals addressing all environmental challenges - including climate change, biodiversity loss, pollution, resource depletion - in line with broader global goals that impact the health and wellbeing of both people and planet, and building resilience across the game | /50         |
| <b>TOTAL POINTS</b>  | <b>/100</b> |