



We are delighted to share the release of **Safe Hands Management System (SHMS) v4.0!** This latest update brings enhanced features to streamline club compliance management and improve the overall user experience for clubs.

We've introduced the following new and updated features:

Expanded Options for Teams & Programmes

We have refined the way clubs select the teams they deliver, replacing the previous broad team categories with **specific options** for junior and open-age teams across hardball and softball formats. Clubs can now also select **Dynamos Cricket** alongside All Stars Cricket.

Streamlined Team & Programme Selection

A new **toggle feature** makes it easier and quicker for club admins to select the teams and programmes their club delivers, making the process to maintain up-to-date information quicker and more intuitive.

Refinements to Compliance Rules

Some compliance rules now **only apply when relevant**:

- If a club doesn't deliver junior teams, then the **Must have at least one Coach** rule will not apply.
- If a club doesn't deliver adult teams, then the **Open Age Captain** rule will not apply.
- The **Activator** (previously *All Stars Activator*) rule applies only if a club delivers national programmes (**All Stars Cricket and/or Dynamos Cricket**).

Tailored Club Compliance Criteria

As a result of these refinements, SHMS now ensures that clubs only see the rules that apply to them based on their specific activities. This update reduces confusion and makes it easier to track progress, as compliance is tailored to each club's unique needs. The new approach will allow all clubs to be able to reach a state of compliance that is aligned to the cricket they deliver and addresses a key issue that has previously caused confusion and frustration.

Club Declaration Overlay

On occasion – typically before the start of each season – a new overlay will appear on the club dashboard when the ECB needs clubs to review and confirm their team and programme details. This helps ensure the information in SHMS remains accurate and up to date.

New In-Platform Guidance

To help clubs navigate SHMS more easily, we've introduced **built-in guidance** throughout the platform. Users will now see features such as:

- **Step-by-step guidance** for various actions, such as user registration, reviewing role compliance, updating compliance, and confirming club details.
- **Helpful tooltips and prompts** to make completing tasks easier.
- **Timely notifications** for new features and important updates.

This initial rollout of in-platform guidance covers key areas of SHMS, and we'll be expanding this support over time. Clubs should continue to refer to the **SHMS Help Centre** for comprehensive guidance.

Next Steps for Counties:

We encourage your clubs to log into SHMS at their convenience to become familiar with the new updates and reconfirm their teams and programmes details to ensure their information is kept up to date.

Why This is Important:

As SHMS is a valuable tool to ensure clubs manage their participants and understand their safeguarding risk and operational requirements, it is essential that club information is up to date. By keeping data accurate, clubs help ensure they meet the latest safeguarding and operational standards set by the ECB. This not only ensures compliance but also protects members and the wider cricket community.

Following the updates from DBS communicated in January, we have observed a consistent decrease in the number of checks that are lapsing. However, there remains a percentage that has not been updated, leading to the necessity for new checks. We kindly request that clubs work with their volunteers to ensure these updates are updated accordingly and both emails sent to the individual are actioned.

For more information, visit the [SHMS Help Centre](#) or press '[Submit a Query](#)' to contact the team.

We're committed to evolving SHMS and welcome your feedback as we plan future improvements to the platform. Thank you for your continued support.

Kind regards,
England and Wales Cricket Board