

South Florida Cricket Alliance

2019



SFCA

TWENTY

20

MATCH PLAY RULES

AND

COMPETITION BY-LAWS

THE PREAMBLE- THE SPIRIT OF CRICKET

The SFCA Competition shall be based (**incorporating the 2017 Code of the MCC Laws of Cricket**) Effective 28th September 2017.

THE PREAMBLE- THE SPIRIT OF CRICKET

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws (which are incorporated within these Playing Conditions), but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires.

Respect is central to the Spirit of Cricket.

- *Respect your captain, team-mates, opponents and the authority of the umpires.*
- *Play hard and play fair.*
- *Accept the umpire's decision.*
- *Create a positive atmosphere by your own conduct and encourage others to do likewise.*
- *Show self-discipline, even when things go against you.*
- *Congratulate the opposition on their successes and enjoy those of your own team.*
- *Thank the officials and your opposition at the end of the match, whatever the result.*

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket

- A. There are two Laws which place the responsibility for the team's conduct firmly on the captain.

Responsibility of captains:

The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws. It is also the responsibility of the captains to hand over the teams with full names of players and the balls no later than fifteen (15) minutes prior to the start of play.

B. Player's Conduct:

In the event of a player failing to comply with instructions by an umpire or criticizing by word or action the decision of an umpire, or showing dissent, or generally behaving in a manner which brings the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain and instruct the latter to take action.

C. 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.

D. The umpires are authorized to intervene in cases of:

Time wasting

Damaging the pitch

Dangerous or unfair bowling

Tampering with the ball

Any other action that they consider to be unfair

E. **It is against the Spirit of the Game:**

To dispute an umpire's decision by word or action of gesture

To direct abusive language towards an opponent or umpire

To indulge in cheating or any sharp practice, for instance:

(a) to appeal knowing that the batsman is not out

(b) to advance towards an umpire in an aggressive manner when appealing

(c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

F. **Violence:**

There is no place for any act of violence on the field of play.

G. **Players:**

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

1. **TITLE**

The name of the organization shall be the South Florida Cricket Alliance hereinafter referred to as SFCA or the Alliance. The Twenty/20 Competition as arranged by the South Florida Cricket Alliance shall be governed by the General Rules as detailed by all Rules and Bylaws as specified by SFCA. Except as varied hereunder the Laws of cricket. **(2017 Code of the MCC Laws of Cricket) Effective 28th September 2017.** shall apply.

Law 1: THE PLAYERS

1.1 Number of players

A match is played between two sides, each of eleven players, one of whom shall be captain

1.2 Nomination and replacement of players

1.2.1 The captain must nominate 11 players at least fifteen (15) minutes before the toss. Substitutes must be indicated on the list given to the umpire. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain. The twelfth (12th) man or other substitutes will not be counted as actually played, therefore not eligible for the playoff. **Note: Twelfth (12th) man/substitutes must be registered players of that club.**

1.3: Captain

1.3.1 If at any time the captain is not available, a deputy shall act for him.

1.3.2 If a captain is not available to nominate the players, then any person associated with that team may act as his deputy to do so. See clause 1.2

1.3.3 At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in these Playing Conditions, including at the toss. See clause 13.4 (The toss).

1.4 Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of Cricket, as well as within these Playing Conditions.

Law 2 The Umpires

2.1 The umpires shall control the game as required by these Playing Conditions, with absolute impartiality and shall be present at the ground at least half (1/2) hours before the scheduled start of play.

2.2 Change of umpire

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he/she is injured or ill.

2.3 Fair and unfair play

The umpires shall be the sole judges of fair and unfair play.

2.4 Fitness for play

2.4.1 It is solely for the umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.

Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.

The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.

2.4.2 Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.

2.4.3 Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

2.4.4 If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.

2.5 Suspension of play in dangerous or unreasonable circumstances.

2.5.1 If at any time the umpires together agree that the conditions of ground, weather or light, or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start or to recommence. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make.

2.6 Umpires changing ends

Shall not apply

2.7 Disagreement and dispute

Where there is disagreement or dispute about any matter, the umpires together shall make the final decision. See also clause 31.6 (Consultation by umpires).

2.8 Umpire's decision

An umpire may alter any decision provided that such alteration is made promptly. This apart, an umpire's decision, once made, is final.

2.9 Correctness of scores

Consultation between umpires and scorers on doubtful points is essential. The umpires shall, throughout the match, satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled.

Law 3 THE SCORERS

3.1 Appointment of scorers

Two scorers shall be appointed to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

3.2 Correctness of scores

The scorers shall frequently check to ensure that their records agree and consult with the umpires if necessary. See clause 2.9 (Correctness of scores).

3.3 Acknowledging signals

The scorers shall accept all instructions and signals given to them by the umpires and shall immediately acknowledge each separate signal.

Law 4 Ball

4.1 Each team must provide an official SFCA League ball for each match. **Note: It is the responsibility of the fielding team to provide replacement for lost or damaged balls during the inning.**

Law 5 The Bat (The 2017 Code of the MCC Laws of Cricket shall apply).

Law 6 The Pitch

6.1 Fitness of pitch for play

The umpires shall be the sole judges of the fitness of the pitch for play. See clauses 2.4 (Fitness for play), 2.5(Suspension of play in dangerous or unreasonable conditions).

Law 7 Crease (The 2017 Code of the MCC Laws of Cricket shall apply)

7.1 Additional Crease Markings

As a guideline to the umpires for the calling of Wides on the offside, the crease markings shall be marked in white at each end of the pitch.

Law 8 The Wickets (The 2017 Code of the MCC Laws of Cricket shall apply)

Law 9 (The 2017 Code of the MCC Laws of Cricket shall not apply)

Law 10 Covering the Pitch

10.1 Home teams must have covers that should cover the pitch and reasonable bowler's run-up. Failure to cover said areas in case of rain or flooding (by field sprinkler system) will result in that team forfeiting the game.

NOTE: Home teams playing the second match are responsible to communicate/coordinate with the first match home team for the use of their covers as noted above, and the removal of the matting at the end of the match.

Law 11 Intervals

11.1 An Interval

11.1.1 The following shall be classed as intervals.

- Intervals between innings.
- Any other agreed interval.

11.1.2 Only these intervals shall be considered as scheduled breaks for the purposes of clause 24.6.

11.2 Duration of interval

11.2.1 There shall be a 20-minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

11.3 Changing agreed times of intervals

11.3.1 If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. The minimum time for the interval will be 10 minutes.

11.3.2 However, following a lengthy delay or interruption prior to the completion of the innings of the team batting first, the Umpires may, at their discretion, reduce the interval between innings from 20 minutes to not less than 10 minutes.

11.3.3 Such discretion should only be exercised after determining the adjusted overs per side based on a 20 minute interval. If having exercised this discretion, the rescheduled finishing time for the match is earlier than the latest possible finishing time, then these minutes should be deducted from the length of any interruption during the second innings before determining the overs remaining.

11.4 Intervals for drinks

11.4.1 No drinks intervals shall be permitted.

11.4.2 An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

11.5 Scorers to be informed

The umpires shall ensure that the scorers are informed of all agreements about hours of play and intervals and of any changes made thereto as permitted under this clause.

Law 12 START OF PLAY; CESSATION OF PLAY

12.1 Call of Play

The bowler's end umpire shall call Play before the first ball of the match and on the resumption of play after any interval or interruption.

12.2 Call of Time

The bowler's end umpire shall call Time, when the ball is dead, at the end of any session of play or as required by these Playing Conditions. See also clause 20.3 (Call of Over or Time).

12.3 Removal of bails

After the call of Time, the bails shall be removed from both wickets

12.4 Conclusion of match

12.4.1 The match is concluded

12.4.1.1 as soon as a result as defined in clauses 16.1 to 16.5 (The result) is reached.

12.4.1.2 as soon as the prescribed number of overs have been completed

Law 13 Innings

13.1 Number of innings

13.1.1 A match shall be one innings for each side.

13.2 Alternate innings

Each side shall take their innings alternately.

13.3 Completed innings

A side's innings is to be considered as completed if any of the following applies

13.3.1 The side is all out.

13.3.2 At the fall of a wicket or the retirement of a batsman, further balls remain to be bowled but no further batsman is available to come in.

13.3.3 The prescribed number of overs have been bowled to the batting side.

13.4 The toss

The captains shall toss a coin for the choice of innings, on the field of play and under the supervision of the umpire/s, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play. Note, however, the provisions of clause 1.3 (Captain).

13.5 Decision to be notified

As soon as the toss is completed, the captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the umpires of this decision. Once notified, the decision cannot be changed.

13.6 Duration of Match

13.6.1 All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. All matches shall be of one day's scheduled duration.

13.7 Length of Innings

13.7.1 Uninterrupted Matches.

13.7.1.1 Each team shall bat for 20 overs unless all out earlier.

13.7.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall not be extended, and the second session shall commence at the scheduled time. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

13.7.1.3 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

13.7.1.4 If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

13.7.2 Delayed or Interrupted Matches

13.7.2.1 Delay or Interruption to the Innings of the Team Batting First (see paragraph 1 of Appendix E)

13.7.2.1.1 When playing time has been lost the revised number of overs to be bowled in the match shall be based on an average rate of 4.5 minute per over in the total remaining time available for play.

13.7.2.1.2 The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.

13.7.2.1.3 As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.5, then the first innings is terminated and the provisions of 13.7.2.2 below take effect.

13.7.2.1.4 A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 4.5 minute per overs. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play to end. If required, the original time shall be extended to allow for one extra over for each team.

13.7.2.1.5 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.

13.7.2.2 Delay or Interruption to the innings of the Team Batting Second (see paragraph 2 of Appendix E) 18

13.7.2.2.1 When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of one overs per every 4.5 minute in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

13.7.2.2.2 In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

13.7.2.2.3 To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to a result not being achieved earlier.

13.7.2.2.4 The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

13.7.2.2.5 A fixed time will be specified for the close of play by applying a rate of 4.5 a minute per every over. The timing and duration of all relative delays, extensions in playing hours and interruptions in play will be taken into consideration in specifying this time.

13.7.2.2.6 If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

13.8 Number of Overs per Bowler

13.8.1 No bowler shall bowl more than 4 overs in an innings.

13.2.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second;

- 13.8.2.1** for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 13.9.2.2** for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.
- 13.9.3** In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

Law 14 The Follow On

(The 2017 Code of the MCC Laws of Cricket shall not apply)

Law 15 Declaration

(The 2017 Code of the MCC Laws of Cricket shall not apply)

Law 16 The Result

16.1 A Win

16.1.1 The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. See clause 13.3 (Completed innings). Note also clause 16.4 (Winning hit or extras).

16.1.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Clause 16.2), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

16.1.3 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Clause 16.2), all matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared a No Result.

16.2 All other matches – A Tie or No Result

16.2.1 A Tie

The result of a match shall be a Tie when all innings have been completed and the scores are equal.

If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen. In the event of a tied match the teams shall compete in a Super Over to determine the winner. Refer to Appendix D.

16.2.2 No Result

See **16.1.3** above

16.3 Prematurely Terminated Matches - Calculation of the Target Score

16.3.1 Interrupted Matches - Calculation of the Target Score

16.3.1.1 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis/Stern method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/Lewis/Stern Regulations)

16.3.2 Prematurely Terminated Matches

16.3.2.1 If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis/Stern method (refer Duckworth/Lewis/Stern Regulations). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score

16.4 Winning hit or extras

16.4.1 As soon as a result is reached as defined in clauses 16.1, 16.2 or 16.3.1, the match is at an end. Nothing that happens thereafter, except as in clause 41.18.2 (Penalty runs), shall be regarded as part of it. Note also clause 16.8.

16.4.2 The side batting last will have scored enough runs to win only if its total of runs is sufficient without including any runs completed by the batsmen before the completion of a catch, or the obstruction of a catch, from which the striker could be dismissed.

16.4.3 If a boundary is scored before the batsmen have completed sufficient runs to win the match, the whole of the boundary allowance shall be credited to the side's total and, in the case of a hit by the bat, to the striker's score.

16.5 Correctness of result

Any decision as to the correctness of the scores shall be the responsibility of the umpires. See clause 2.15 (Correctness of scores).

16.6 Result not to be changed

Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match – see clauses 2.15 (Correctness of scores) and 3.2 (Correctness of scores) – the result cannot thereafter be changed

16.7 Points

WIN=5 POINTS

NO RESULTS = 2 POINTS → A minimum of 5 overs must be bowled to the team battling first.

ABANDONED = 1 POINT

LOSS = 0 POINTS

Law 17 The Over

The 2017 Code of the MCC Laws of Cricket shall apply)

Law 18 Scoring Runs

The 2017 Code of the MCC Laws of Cricket shall apply)

Law 19 Boundaries

The 2017 Code of the MCC Laws of Cricket shall apply)

Law 20 Dead Ball

The 2017 Code of the MCC Laws of Cricket shall apply)

Law 21 No Ball

21.1 Penalty for a No ball

A penalty of one run shall be awarded instantly on the call of No ball. Unless the call is revoked, the penalty shall stand even if a batsman is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

21.2 Runs resulting from a No ball – how scored

The one run penalty shall be scored as a No ball extra and shall be debited against the bowler. If other Penalty runs have been awarded to either side these shall be scored as stated in clause 41.18 (Penalty runs). Any runs completed by the batsmen or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise they shall also be scored as Byes or Leg byes as appropriate.

21.3 No ball not to count

A No ball shall not count as one of the over.

21.4 Out from a No ball

When No ball has been called, neither batsman shall be out under any of the Playing Conditions except clause 34 (Hit the ball twice), clause 37 (Obstructing the field) or clause 38 (Run out).

21.5 Free Hit

21.6.1 In addition to the above, the delivery following a No ball called (all modes of No ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide) then the next delivery will become a free hit for whichever batsman is facing it.

21.7.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide.

21.8.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

21.8.3.1 There is a change of striker (the provisions of clause 41.2 shall apply), or

21.8.3.2 The No ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

21.10 For clarity, the bowler can change his mode of delivery for the free hit delivery

21.11 The umpires will signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.

Law 22 Wide Ball

The 2017 Code of the MCC Laws of Cricket shall apply)

Law 23 Bye and Leg Bye

The 2017 Code of the MCC Laws of Cricket shall apply)

Law 24 Fielder Absence; Substitutes

The 2017 Code of the MCC Laws of Cricket shall apply)

Law 25 Batsman's Innings

The 2017 Code of the MCC Laws of Cricket shall apply)

Law 26 Practice on The Field

The 2017 Code of the MCC Laws of Cricket shall apply)

Law 27 Wicket-Keeper

The 2017 Code of the MCC Laws of Cricket shall apply)

Law 28 The Fielder

28.1 Limitation of on side fielders

28.1.1 At the instant of delivery, there may not be more than 5 fielders on the leg side.

28.1.2 At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his person whether grounded or in the air is in front of this line.

28.1.3 In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

28.2 Restrictions on the placement of fielders

28.2.1 In addition to the restrictions contained in clause 28.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

28.2.2 Subject to 28.2.6 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).

28.2.3 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their center the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 meters). The semi-circles shall be linked by two parallel straight lines drawn on the field. These fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-yard (4.57 meters) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

(a) 28.2.4 During the Powerplay overs only two fielders shall be permitted outside this fielding restriction area at the instant of delivery **EXCEPTION: WHEN PLAYING WITH TEN (10) PLAYERS, ONLY ONE (1) FIELDER IS ALLOWED OUTSIDE THE THIRTY (30) YARDS FIELDING RESTRICTION AREA AND WHEN PLAYING WITH NINE (9) OR LESS PLAYERS NO FIELDER IS ALLOWED OUTSIDE THE THIRTY (30) YARDS FIELDING RESTRICTION AREA.**

28.2.5 During the non-Powerplay overs, no more than 5 fielders shall be permitted outside the fielding restriction area referred to in clause 28.2.3 above.

28.2.6 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.
Total overs in innings Number of overs for which fielding restrictions in clauses 28.2.2 and 28.2.4 above will apply.

| Total Overs in Innings | apply Number of overs for which fielding restrictions in clauses 28.2.2 and 28.2.4 above will |
|-------------------------------|------------------------------------------------------------------------------------------------------|
| 5 - 8 | 2 |
| 9 - 11 | 3 |
| 12 - 14 | 4 |
| 15 - 18 | 5 |
| 19 - 20 | 6 |

28.2.7 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

28.2.8 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal No ball

Law 29 The Wicket Down

The 2017 Code of the MCC Laws of Cricket shall apply)

Law 30 Batsman Out of His Ground

The 2017 Code of the MCC Laws of Cricket shall apply)

Law 31 Appeals

The 2017 Code of the MCC Laws of Cricket shall apply)

Law 32 Bowled

The 2017 Code of the MCC Laws of Cricket shall apply)

Law 33 Caught

The 2017 Code of the MCC Laws of Cricket shall apply)

Law 34 Hit the Ball Twice

The 2017 Code of the MCC Laws of Cricket shall apply)

Law 35 Hit Wicket

The 2017 Code of the MCC Laws of Cricket shall apply)

Law 36 Out LBW

The 2017 Code of the MCC Laws of Cricket shall apply)

Law 37 Obstructing the Fielder

The 2017 Code of the MCC Laws of Cricket shall apply)

Law 38 Run Out

The 2017 Code of the MCC Laws of Cricket shall apply)

Law 39 Stumped

The 2017 Code of the MCC Laws of Cricket shall apply)

Law 40 Timed Out**40.1 Out Timed out**

40.1.1 After the fall of a wicket or the retirement of a batsman, the incoming batsman must, unless Time has been called, be in position to take guard or for the other batsman to be ready to receive the next ball within 1 minute 30 seconds of the dismissal or retirement. If this requirement is not met, the incoming batsman will be out, Timed out.

40.1.2 The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls

40.2 Bowler does not get credit

The bowler does not get credit for the wicket.

Law 41 Unfair Play

41.1 Fair and unfair play – responsibility of captains

The captains are responsible for ensuring that play is conducted within the Spirit of Cricket, as well as within these Playing Conditions.

41.2 Fair and unfair play – responsibility of umpires

The umpires shall be the sole judges of fair and unfair play. If either umpire considers an action, not covered by these Playing Conditions, to be unfair he/she shall intervene without appeal and, if the ball is in play, call and signal Dead ball and implement the procedure as set out in clause 41.19. Otherwise umpires shall not interfere with the progress of play without appeal except as required to do so by these Playing Conditions.

41.3 Bowling of dangerous and unfair short pitched deliveries

41.3.1 Notwithstanding clause 41.3.2, the bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him. The fact that the striker is wearing protective equipment shall be disregarded.

In the first instance the umpire decides that the bowling of short pitched deliveries has become dangerous under 41.3.1

41.31.1 The umpire shall call and signal No ball, and when the ball is dead, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.

41.3.1.2 If there is a second instance, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning, which shall apply to that bowler throughout the innings.

41.3.1.3 Should there be any further instance by the same bowler in that innings, the umpire shall

- call and signal No ball

- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling

- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the SFCA who shall take such action as is considered appropriate against the bowler concerned.

41.3.1.4 A bowler shall be limited to one fast short-pitched delivery per over.

41.3.1.5 A fast short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

- 41.3.1.6** The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast-short pitched delivery has been bowled.
- 41.3.1.7** In addition, a ball that passes above head height of the batsman, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide.
- 41.3.1.7.1** For the avoidance of doubt any fast-short pitched delivery that is called a Wide under this clause shall also count as one of the allowable short pitched deliveries in that over.
- 41.3.1.8** In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in clause 41.3.1.5 above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast-short pitched delivery. The umpire shall call and signal 'No ball' and then tap the head with the other hand.
- 41.3.1.9** If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- 41.3.1.10** If there is a second instance of the bowler being No balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- 41.3.1.11** Should there be any further instance by the same bowler in that innings, the umpire shall
- call and signal No ball
 - when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
 - inform the other umpire for the reason for this action.
- The bowler thus suspended shall not be allowed to bowl again in that innings.
If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
- The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.
- The umpires may then report the matter to the SFCA who shall take such action as is considered appropriate against the bowler concerned.
- 41.3.2** Should the umpires initiate the caution and warning procedures set out in clauses 41.3.1.3, 41.3.1.9 and 41.7, such cautions and warnings are not to be cumulative.

41.4 Bowling of dangerous and unfair non-pitching deliveries

41.4.1 Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed to be unfair, whether or not it is likely to inflict physical injury on the striker. If the bowler bowls such a delivery the umpire shall immediately call and signal No ball.

If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman by its speed and direction, it shall be considered dangerous. When the ball is dead the umpire shall caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.

41.4.2 Should there be any further instance (where a dangerous non-pitching delivery is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall

- call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

Additionally, the umpire shall

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side. The umpires may then report the matter to the ICC Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.4.3 The warning sequence in clauses 41.4.1 and 41.4.2 is independent of the warning and action sequence in clause 41.3.

41.4.4 If the umpire considers that a bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in clause 41.7.1, then the caution and warning in clause 41.7.1 shall be dispensed with. The umpire shall

- immediately call and signal No ball.
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side. The umpires together shall report the occurrence to the SFC who shall take such action as is considered appropriate against the bowler concerned.

41.5 Bowling of deliberate front-foot No ball

If the umpire considers that the bowler has delivered a deliberate front-foot No ball, he/she shall

- immediately call and signal No ball.
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling

- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence to the SFCA who shall take such action as is considered appropriate against the bowler concerned.

41.6 Time wasting by the fielding side

41.6.1 It is unfair for any fielder to waste time.

41.6.2 If either umpire considers that the progress of an over is unnecessarily slow, or time is being wasted in any other way, by the captain of the fielding side or by any other fielder, at the first instance the umpire concerned shall

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred.

The bowler's end umpire shall then

- warn the captain of the fielding side, indicating that this is a first and final warning.
- inform the batsmen of what has occurred.

41.6.3 If either umpire considers that there is any further waste of time in that innings by any fielder, the umpire concerned shall

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred.

The bowler's end umpire shall then award 5 Penalty runs to the batting side and inform the captain of the fielding side of the reason for this action.

Additionally, the umpire shall inform the batsmen and, as soon as is practicable, the captain of the batting side of what has occurred.

If the umpires believe that the act of time wasting was deliberate or repetitive, they may lodge a report under the SFCA. In such circumstances the Captain and/or any individual members of the fielding team responsible for the time wasting will be charged.

41.7 Batsman wasting time

41.7.1 It is unfair for a batsman to waste time. In normal circumstances, the striker should always be ready to take strike when the bowler is ready to start his run-up.

41.7.2 Should either batsman waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his run-up or when the ball becomes dead, as appropriate, the umpire shall

- warn both batsmen and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batsman.
- inform the other umpire of what has occurred.

- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.7.3 If there is any further time wasting by any batsman in that innings, the umpire shall, at the appropriate time while the ball is dead

- award 5 Penalty runs to the fielding side.

- inform the other umpire of the reason for this action.

- inform the other batsman, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

If the umpires believe that the act of time wasting was deemed to be deliberate or repetitive, they may lodge a report under the SFCA. In such circumstances the batsman concerned will be charged

Law 42 PLAYERS' CONDUCT 42.1 Serious misconduct

42.1.1 The umpires shall act upon any serious misconduct. The relevant offences and the corresponding actions by the umpires are identified in clause 42.2.1. These offences correspond with Level 4 offences in the laws of cricket. Level 1 to Level 3 offences continue to be dealt with separately under the law.

42.1.2 If either umpire considers that a player has committed one of these offences at any time during the match, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.

42.1.3 The umpire concerned shall report the matter to the other umpire and together they shall decide whether an offence has been committed. If so, the umpires shall then apply the related sanctions.

42.1.4 If the offence is committed by a batsman, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this clause, the batsmen at the wicket may not deputize for their captain.

42.2 Level 4 offences and action by umpires

42.2.1 Any of the following actions by a player shall constitute a Level 4 offence:

- threatening to assault an umpire

- making inappropriate and deliberate physical contact with an umpire

- physically assaulting a player or any other person

- committing any other act of violence.

42.2.2 If such an offence is committed, 42.2.2.1 to 42.2.2.5 shall be implemented.

42.2.2.1 The umpire shall call Time.

42.2.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

42.2.2.3 The umpires shall instruct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:

- 42.2.2.3.1** If the offending player is a fielder, no substitute shall be allowed for him. He is to be recorded as Retired – out at the commencement of any subsequent innings in which his team is the batting side.
- 42.2.2.3.2** If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.
- 42.2.2.3.3** If the offending player is a batsman he is to be recorded as Retired – out in the current innings, unless he has been dismissed under any of clauses 32 to 39, and at the commencement of any subsequent innings in which his team is the batting side. If no further batsman is available to bat, the innings is completed.

- 42.2.2.4** As soon as practicable, the umpire shall:
- award 5 Penalty runs to the opposing team
 - signal the Level 4 penalty to the scorers
 - call Play.

- 42.2.2.5** The umpires shall then report the matter to SFCA under the match playing conditions.

42.3 Captain refusing to remove a player from the field

- 42.3.1** If a captain refuses to carry out an instruction under 42.2.2.3, the umpires shall invoke clause 16.2 (awarding a match).

- 42.3.2** If both captains refuse to carry out instructions under 42.2.2.3 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded as in clause 16.2 and there shall be no result under clause 16.

42.4 Additional points relating to Level 4 offences

- 42.4.1** If a player, while acting as wicket-keeper, commits a Level 4 offence, clause 24.1.2 shall not apply, meaning that only a nominated player may keep wicket, even if another fielder becomes injured or ill and is replaced by a substitute.

- 42.4.2** A nominated player who has a substitute will also suffer the penalty for any Level 4 offence committed by the substitute. However, only the substitute will be reported under clause 42.2.2.5.

SOUTH FLORIDA CRICKET ALLIANCE
2019 COMPETITION BY-LAWS

1 TITLE

The name of the organization shall be the South Florida Cricket Alliance, Inc., hereinafter referred to as SFCA or the Alliance

2 OBJECT

To uphold the Laws of Cricket and adopt regulations with emphasis on the Preamble-The Spirit of Cricket as outlined to SFCA Match Play Rules for the 2019 Season.

3 MATCHES

3.1 The clubs forming the Divisions of the SFCA shall play matches as arranged by SFCA.

3.2 All matches shall be governed by the rules of the games as adopted by the laws of cricket and amended by SFCA for the current year in conjunction with the Alliance Match Play Rules and shall apply to all applicable SFCA schedules/fixtures.

4 ALL TEAMS MUST REGISTER THEIR PLAYERS (NO LIMIT) BEFORE THE START OF THE COMPETITION.

REGISTRATION CAN ONLY BE DONE BY THE PLAYERS SIGNING THE WAIVER FORMS. THESE SIGNED FORMS MUST BE SUBMITTED TO SFCA NO LATER THAN SATURDAY 6:00

PM THE DAY PRIOR TO THE SCHEDULED MATCH IN WHICH THE PLAYER WILL BE PARTICIPATING. REGISTRATION MUST BE DONE BY MAIL OR EMAIL FOR DATE VERIFICATION. ADDITIONAL REGISTRATION WILL BE ACCEPTED. THE PLAYING OF UNREGISTERED PLAYERS IS PROHIBITED AND WILL CAUSE A MATCH FORFEIT BY THE TEAM (S) DOING SO. SEE COMPETITION BY-LAW 6.

5 PLAYOFFS:

5.1 Tie-breakers, if necessary, will be applied to determine a team's playoffs eligibility or final position in the standings.

5.2. No switching of teams once a player plays for a team. Anyone playing for more than one team will be disqualified for the duration of the competition and the last team he played for will forfeit the match. Club Officials are responsible to verify that players do not violate this rule.

5.3 A player must have actually played and/or listed (declared) a minimum of four (4) games to be eligible to play in the playoff. **Note:** Except a player who is under 20 and is registered with his club at the start of the competition

5.4 International Players will have to play a minimum of four (4) games to qualified for the playoffs. ***An International Player is one who represent his country in the last two years.*** Each team will only be allowed to play two international players per game.

6 COMPETITION FORMATS_

- 6.1 The Preliminary Rounds, Quarter-Final, Semi-Finals and Finals will be formatted by SFCA as per competition schedule/fixtures.
- 6.2 All teams will play each other on a home and away in the preliminary games. The top two finishers will go straight to the semi-final.
- 6.3 Tie-breakers, if needed will be used to determine the teams' seeding to play in the Quarter- Finals.
- (a) If two (2) or more teams, the team that won the regular scheduled matches between them, if no decision was reached, to:-
- 6.3 (b) The team with the most wins.
- 6.3 (c) The team with the best net run-rate in the competition.
- 6.3 (d) The team losing the least number of wickets in the competition.

6.4 QUARTER-FINALS.

Quarter-Final #1: (3 vs. 6)

Quarter-Final #2: (4 vs. 5)

- 6.5 THE SEMI-FINAL WILL BE NUMBER 1 VS WINNER (4TH VS 5TH), NUMBER 2 VS WINNER (3RD VS 6TH)
- 6.6 THE WINNERS OF THE SEMI-FINALS WILL PLAY IN THE FINALS.
- 6.7 ***Semi-Final:** IF IN THE FIRST MATCH A RESULT WAS NOT ACHIEVED, OR THE MATCH WAS NOT PLAYED DUE TO RAIN OR ANY UNFORESEEN CIRCUMSTANCES ONE REPLAY ONLY WILL BE ALLOWED. IF IN THE REPLAY MATCH NO RESULT WAS ACHIEVED, THE TOP TWO TEAMS WILL CONTEST THE FINAL*
- 6.8 ***Final:** IF IN THE FIRST MATCH A RESULT WAS NOT ACHIEVED, OR THE MATCH WAS NOT PLAYED DUE TO RAIN OR ANY UNFORESEEN CIRCUMSTANCES ONE REPLAY ONLY WILL BE ALLOWED. IF IN THE REPLAY MATCH NO RESULT WAS ACHIEVED BOTH TEAMS WILL BE DECLARED JOPINT WINNERS OF THE COMPETITION.*

7 REPORTS.

- 7.1 Each club is required to submit a report for each match by the Tuesday (6:00 pm) following the match. Please email these reports to jahmekya@bellsouth.net. Reports must list all players declared for the match even if they did not bat. Compilation of stats, for the purpose of swards and eligibility for the playoffs or finals will be based solely on players listed on these reports. If no reports are sent in, **the club/s not submitting a report will lose 2 points for each missing report.**
- Note:** Reports are required for abandoned matches or matches interrupted for whatever reason.

8 HOURS of PLAY

- 8.1 **ALL FIRST MATCHES** must start promptly at 11:00 am and ends at 2:20 pm.

The team batting first will start their inning at 11:00 am and ends at 12:30 pm.

The team batting second will start their inning at 12:50 pm and will end at 2:20 pm.

8.2 ALL SECOND MATCHES must start promptly at 3:00 pm and ends at 6:20 pm.

The team batting first will start their inning at 3:00 pm and ends at 4:30 pm.

The team batting second will start their inning at 4:50 pm and end at 6:20 pm.

8.3 ALL MATCHES THAT START AT 12 NOON: The match must start promptly at 12:00 noon and ends at 3:15 pm.

The team batting first will start their innings at 12 noon and ends at 1:30 pm.

The team batting second will start their innings at 1:50 pm and will end at 3:20 pm.

8.4 TARDINESS AND DEFAULTED MATCH

(a) Any team not ready to play at 11: A.M, 12 Noon or 3:P. M. will be penalized 5 penalty runs for every over delay up to 11:30 A.M., 12:30 P.M. or 3:30 P.M. If both teams are not ready to play at 11: A.M., 12: Noon. or 3: P.M. the game will be reduced to the number of overs available. The team that is not ready to play at 11:30 A.M., 12:30 P.M. or 3:30 P.M. will lose the game and will be charged with a match default. **Note: No game shall start after 11:30 A.M., 12:30 P.M. or 3:30 P.M.**

(b) A team must have seven (7) players in uniforms (white clothing or "SFCA sponsor's clothing") in order to be considered as being ready to play.

(c) Teams that do not show up for their scheduled matches are still responsible for the umpire fees. A penalty fee of \$150.00 will be charge to the guilty team who does not show up to play. If a match is abandoned due to weather or other unforeseen circumstances, the umpires must still receive their fees. In such situation teams must be declared with the umpires' signature and submitted on a match report form.

(d) There will be no postponement of any matches. Defaulted matches will be awarded to the team present at the appointed venue. Note: No matches will be rescheduled... **EXCEPTION: -FOR THE SEMI-FINAL AND FINALS ONLY, WHERE ONE REPLAY WILL BE ALLOWED. IF IN THE FIRST MATCH A RESULT WAS NOT ACHIEVED, OR THE MATCH WAS NOT PLAYED DUE TO RAIN OR ANY UNFORESEEN CIRCUMSTANCES.**

(e) If a team does not show up for a scheduled game the points goes to the team that is present provided that the team is ready to play as determined by the umpires. The winning team must submit a match report listing the names of the players present. Each player listed will be considered as actually played. The umpires must sign the match report, the defaulted team will be charged with a match default. If said team or any other team unable to field a team on any two (2) occasions during the competition will be dropped. Individual statistics involved with said team will remain on record; the said team will not be permitted to play in the following year's competition and must re-apply for entry into the competition.

(f) Any time a team walks off the field for whatever reason (**other than authorized breaks signaled by the umpire**) they will automatically forfeit the game and a match

default and possible expulsion for at least a year from the competition. This infraction will incur a penalty of \$150.00 payable to SFCA before their next scheduled game.

9 Clubs with two teams will only be allowed to transfer players between their teams and can do so without any costs or approval from S.F.C.A.

9.1 Umpires must be paid no later than 15 minutes upon conclusion of the game. Umpires can be paid at any time during the authorized breaks.

9.2 When there is only one (1) official SFCA umpire, the game will proceed, and it is mandatory that the batting team provides a second umpire who will only stand at the striker's end. Players or member when acting as umpires, are required to render decisions that are fair and reasonable, must pay due care and attention to the game while officiating, and refrain from commenting on the game or coaching of any kind. Penalty runs can only be awarded by SFCA neutral umpires.

9.3 Should the batting team fail or refuse to provide a square leg umpire, that would be consider not ready to play and will lose 1 over every four and a half (4.5) minutes. After 10 minutes and the batting team refuse to provide and umpire, the team will forfeit the game and be subject to disciplinary actions by SFCA.

9.4 In the event there is no SFCA official umpires, both captains must agree on two (2) umpires and the game must be played. They are required to wear the sponsored clothing provided.

9.5 Under no circumstances should an umpire and or captains change a venue of a SFCA sanctioned game without the approval of the SFCA President, Vice-President or Secretary. If any of the mentioned persons cannot be contacted, a member of the SFCA Board may be asked to make the decision provided he or she is present at the original venue. Any change of venue must be done in the best interest of cricket and not in the interest of any team or individual.

9.6 Active members of the clubs with five (5) or more years membership will be allowed to play in the playoff without qualifying but must obtained approval from SFCA.

(a) Players who are representing SFCA or USA (trials included) will not be penalized for missing games as it apply to their eligibility to play in the finals.

NOTE: This Rule **(a)** does not apply for members playing in another USA sanctioned league.

10 BOTH HOME TEAMS MUST SHARE (EQUALLY) THE COST OF PERMIT FEES FOR THE USE OF GROUNDS WHERE APPLICABLE.

11 GENERAL RULES

- (a) The umpire's decisions are final. Any vilification or abuse of SFCA/FCUA appointed umpire by knocking down wicket, throwing of pads, bat or gloves, headgear or other equipment, physical contact or persistent intimidation, etc. on or off the field of play shall be penalized with an automatic suspension of a minimum of four (4) games and faced SFCA Disciplinary Committee accompanied by club officials/captain/manager. The suspension will cover (carry over if applicable) all SFCA competitions. The official umpire(s) should file a written report to SFCA the next day (the latest). Any vilification or abuse of a SFCA/FCUA appointed umpire, County, City, Parks, School Board, Governmental Officials, SFCA Board Members or Sponsors will not be tolerated and will be dealt with severely by SFCA Disciplinary Committee.
- (b) Teams are allowed to play no more than two (2) international players per game.

12 PLAYING SURFACE

- (a) All SFCA league games must be played on regulation matting wicket, turf or artificial turf.
- (b) Any team refusing or unable to provide covers to the pitch and bowlers' run up when requested by the umpires shall forfeit the match.
- (c) No steel peg shoes will be allowed on matting wickets.
- (d) Captains and Umpires should cooperate to ensure that prior to the start of play, no one bounce a ball on the pitch, strikes it with a bat to access its conditions or for any other reason, or causes damage to the pitch in any other way.

13 ILLEGAL PLAYER

Neither umpires or captains are authorized to discontinue play because an illegal player has taken part in an on-going game. The game must be played in its entirety. Individual performance will stand.

The club's Executive or Captain must file a written complaint the next day to the SFCA. Illegal player(s) and names of witnesses must be provided at the time of complaint. ALL TEAMS MUST REGISTER THEIR PLAYERS (NO LIMIT) BEFORE THE START OF THE COMPETITION. ADDITIONAL REGISTRATION MUST BE DONE BY FAX OR EMAIL FOR DATE VERIFICATION. THE PLAYING OF UNREGISTERED PLAYERS IS PROHIBITED AND WILL CAUSE A MATCH FORFEIT BY THE TEAM(S) DOING SO.

14 SUSPENDED PLAYER

- (a) ANY PLAYER WHO IS SUSPENDED BY ANY LEAGUE (USACA) OR ICC AFFILIATED COUNTRIES/LEAGUES WILL NOT BE ELIGIBLE TO PLAY IN ANY SFCA SANCTIONED/SPONSORED COMPETITIONS.
- (b) TEAM/TEAMS THAT FAIL TO COMPLY WITH THE ABOVE WILL RESULT IN THEIR MATCH/MATCHES BEING FORFEITED.
- (c) TEAM OFFICIALS ARE RESPONSIBLE FOR THEIR PLAYERS ELIGIBILITY.

15 INSURANCE

- (a) SFCA INSURANCE IS PURCHASED THROUGH THE UNITED STATES OF AMERICA CRICKET ASSOCIATION (USACA) FOR AFFILIATE MEMBERS. IT IS A GENERAL LIABILITY INSURANCE NOT MEDICAL INSURANCE.
- (b) THE INSURANCE POLICY CONTAINS A RIDER (EXCESS MEDICAL) THAT PAYS A MAXIMUM OF \$25,000 WITH A DEDUCTIBLE OF \$2500 FOR MEDICAL EXPENSES WHEN YOUR PERSONAL INSURANCE MAX/RUNS OUT.
- (c) COMPETITIONS AND/OR MATCHES NOT SANCTIONED OR SPONSORED BY SFCA ARE NOT COVERED UNDER THIS INSURANCE.

16 UMPIRES FEES TWENTY/20 COMPETITION

Each umpire will receive \$60.00 per match and when there is only one official umpire the fee will be \$40.00 per team. If SFCA and FCUA are notified of cancellation umpire fee will not apply.

GENERAL INFORMATION

SOUTH FLORIDA CRICKET ALLIANCE

MAILING ADDRESS:

PHONE: (786) 525-3422

WEBSITE: www.southfloridacricket.com

EMAIL: mmdiah@hotmail.com - Registration

EMAIL: jahmekya@bellsouth.net – Match Report

Appendix A

Procedure for the Super Over

The following procedure shall apply should the provision for a Super Over be adopted in any match.

- 1.** Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- 2.** The Super Over shall take place on the pitch allocated for the match (the designated pitch).
- 3.** The umpires shall stand at the same end as that in which they finished the match.
- 4.** In both innings of the Super Over, the fielding side shall choose from which end to bowl.
- 5.** Only nominated players in the match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Playing Conditions as they apply in the match shall also apply in the Super Over.
- 6.** Any penalty time being served in the match shall be carried forward to the Super Over.
- 7.** Each team's over is played with the same fielding restrictions as apply for the last over in a match played under the SFCA Twenty20 Playing Conditions.
- 8.** The team batting second in the match shall bat first in the Super Over.
- 9** The captain of the fielding team (or his/her nominee) shall select the ball with which the fielding team shall bowl their over in the Super Over from the box of spare balls provided by the umpires (which shall include the balls used in the match, but no new balls). The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, the Playing Conditions shall apply.
 - 9.1** The loss of two wickets in the over ends the team's one over innings.
 - 9.2** In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie under the Duckworth/Lewis/Stern method, paragraph 13 below shall apply. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the match and the Super Over shall be the winner.

9.3 If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.

10. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from Wides, No balls or penalty runs.

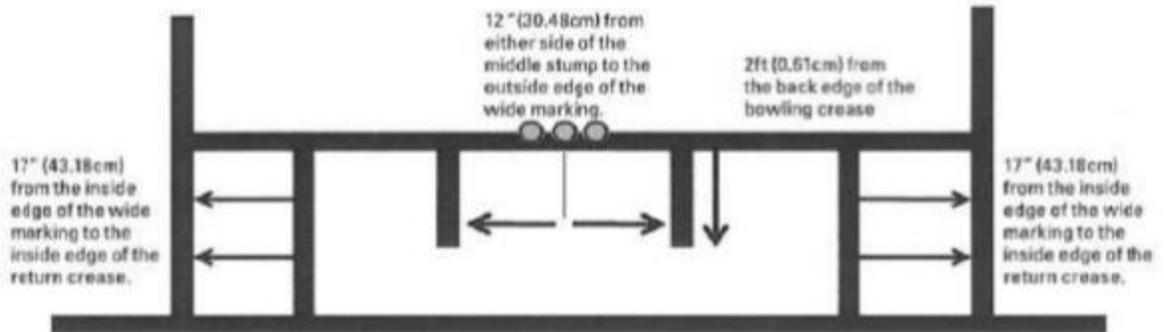
Example:

| Runs Scored From: | Team 1 | Team 2 |
|-------------------|--------|--------|
| Ball 6 | 1 | 1 |
| Ball 5 | 4 | 4 |
| Ball 4 | 2 | 1 |
| Ball 3 | 6 | 2 |
| Ball 2 | 0 | 1 |
| Ball 1 | 2 | 6 |

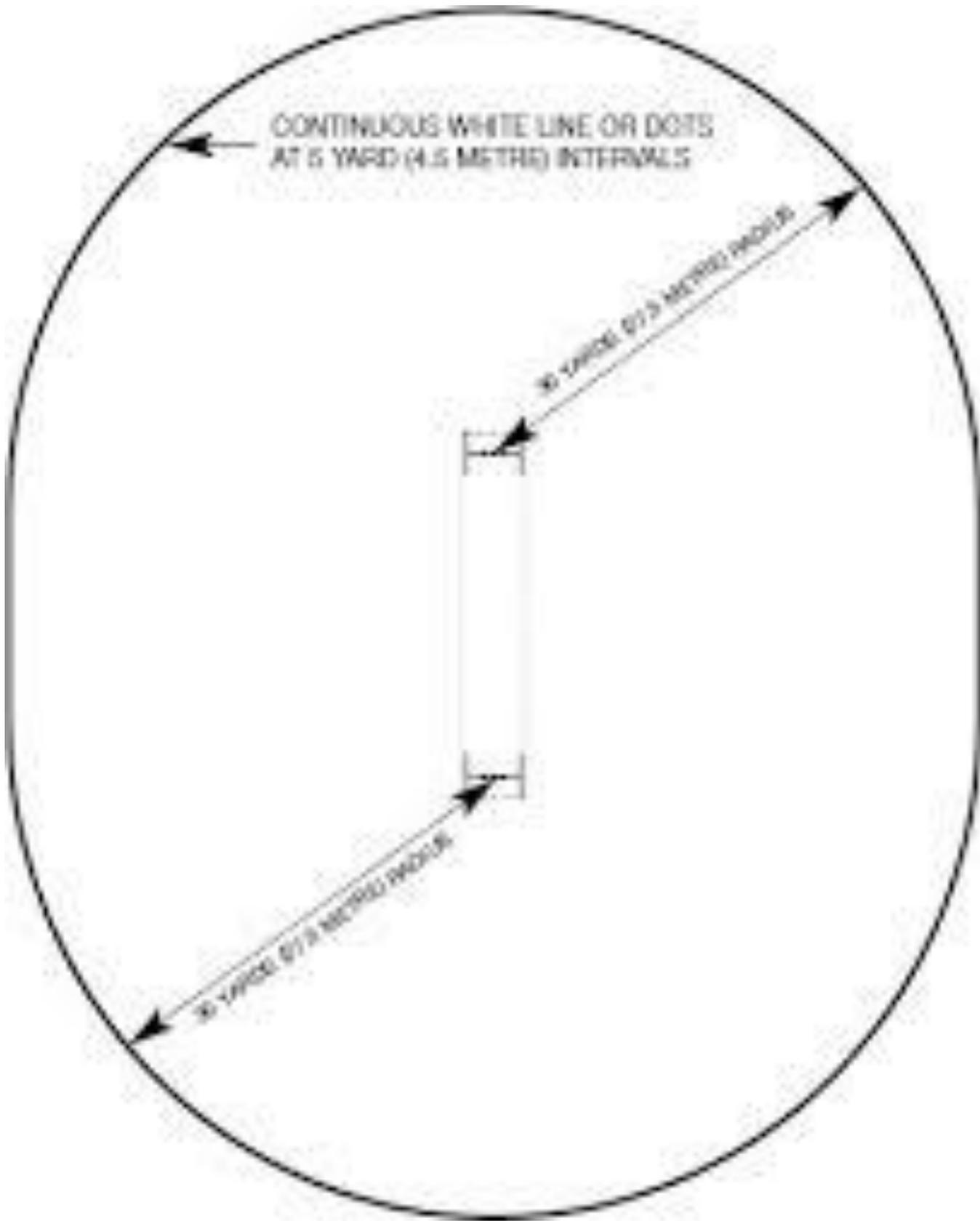
In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

Wide Marking

Wide Marking Appendix (One Day and T20 Matches)



adapted from OLD Cricket Premier Grade Handbook 2012/13 p108



CONTINUOUS WHITE LINE OR DOTS
AT 5 YARD (4.5 METRE) INTERVALS

30 YARDS (27.5 METERS) RADIUS

30 YARDS (27.5 METERS) RADIUS