

SOUTH FLORIDA CRICKET ALLIANCE
2014 Edition



SFCA
TWENTY
20



MATCH PLAY RULES
AND
COMPETITION BY-LAWS

THE PREAMBLE- THE SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within the Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The responsibility for ensuring the spirit of fair play rests with the captains.

1. 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.

Player's conduct:

In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which bring 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.

- 2 **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.

- 3 **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 (This may include having the pitch and outfield ready for play)

4. **The Spirit of the Game involves RESPECT for:**

Your opponents

Your own captain and team

The role of the umpires

The game's traditional values

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

To dispute an umpire's decision by word, action or 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

6. **Violence:**

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

7. **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.

2013 SFCA Twenty/20 Competition Match Play Rules

TITLE

1. 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 South Florida Cricket Alliance shall be governed by General Rules as detailed by all Rules and Bylaws as specified by SFCA.

Except as varied hereunder the Laws of Cricket (2000 Code 4th Edition 2010) and ICC Development and Regional T20 Standard Playing Condition shall apply.

2. ELIGIBILITY.

- a) All member clubs in good standing.
- b) 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 FAX 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 9.
- c) 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 that match. Clubs Officials are responsible to verify that players do not violate this rule.
Each club shall register their players before the start of the competition.
- d) A player must have actually played and / or listed (declared) a minimum of two (2) games to be eligible to play in the finals.
- e) 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. The twelfth (12th) man or other substitutes will not be counted as actually played, therefore not eligible. Note: Twelfth (12th) man / substitutes must be registered players of that club.

3. COMPETITION FORMAT.

Premier Division and Division I: Divided into two zones.

The winners of each zone will compete in the finals.

The Preliminary Rounds, Quarter Finals, Semi-Finals and Finals will be formatted by SFCA as per competition schedule / fixtures.

4. FINALS.

Tie-breakers, if needed will be used to determine the teams' seeding to play in the zone finals.

- (a) If two (2) or more teams, the team that won the regular scheduled matches between them, if no decision was reached, go to:-
- (b) The team with the most wins.
- (c) The team with the best net run-rate in the competition.
- (d) The team losing the least amount of wickets in the competition.
- (e) 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 JOINT WINNERS OF THE COMPETITION.

5. TOURNAMENT STRUCTURE.

The competition will be played on the following points system.

WIN = 5 POINTS

TIE = 3 POINTS

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

ABANDONED = 1 POINT

LOSS = 0 POINTS

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6. REPORTS.

Each club is required to submit a report for each match by the Tuesday (6:00 pm) following the match. Please fax these reports to (954) 212 2400...SEE RULE 30 (PAGE 6 OF 8.) Reports must list all players declared for the match even if they did not bat. Compilation of stats, for the purpose of awards and eligibility for the playoffs or finals will be based solely on players listed on these reports. If no report is sent in, the club not submitting a report will be fined \$20.00 for each missing report.

Note: Reports are required for abandoned matches or matches interrupted for whatever reasons.

7. BALLS.

Each club must provide a standardized ball per game. Cost is \$15.00 per ball.

Note: The fielding team is responsible to provide replacement for lost or damaged balls during the inning.

8. DURATION of MATCHES

One-Day Matches shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited to 20 six-balls overs. A minimum of five (5) overs per team shall constitute a match as per ICC playing condition. Teams cannot declare their innings close.

9. HOURS of PLAY

- (I) ALL FIRST MATCHES must start promptly at 11:00 am and ends at 2:20 pm.
The team batting first will start their innings at 11:00 am and ends at 12:30 pm.
The team batting second will start their innings at 12:50 pm and will end at 2:20 pm.
- (II) ALL SECOND MATCHES must start promptly at 3:00 pm and ends at 6:20 pm.
The team batting first will start their innings at 3:00 pm and ends at 4:30 pm.
The team batting second will start their innings at 4:50 pm and will end at 6:20 pm.
- (III) ALL MATCHES THAT STARTS 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 12:00 noon and ends at 1:30 pm.
The team batting second will start their innings at 1:45 pm and will end at 3:15 pm.

10. DRINKS.....THERE WILL BE NO INTERVALS FOR DRINKS DURING AN INNINGS.

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

11. LENGTH of INNINGS.

11.1 UNINTERRUPTED MATCHES.

- (a) If the team fielding first fails to bowl the required number of overs by the scheduled for the cessation of the first session, play shall continue until the required number of overs has been bowled.
Unless otherwise determined by the umpire, the innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session.
The over in progress at the scheduled cessation time shall count as a completed over.
The interval shall not be extended and the second session shall commence at the scheduled time.
The umpire may increase the number of overs to be bowled by the team bowling second if, after consultation with the other umpire, he is of the opinion that events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for the innings of the team batting first.
- (b) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval (the over in which the last wicket falls count as a completed over).
- (c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat to bat for twenty (20) overs except as provided in (b) above.
- (d) If the team fielding second fails to bowl 20 overs or the number of overs as provided in rule 11.1 (a), (b) or (c) by the scheduled cessation time, the hours of play shall be extended by ten (10) minutes or result achieved.

2013 SFCA Twenty/20 Competition Match Play Rules

11.2 DELAYED or INTERRUPTED MATCHES.

11.2.1 GENERAL.

- (a) The object shall always be to rearrange the number of overs so that both teams have an opportunity of batting for the same number of overs. Minimums of 5 overs have to be bowled to the side batting second to constitute a match subject to the provisions of 11.1 (a).

The calculation of the number of overs to be bowled shall be based the Duckworth/Lewis par score regulation in the total time available for play. A reduction of the number of overs is required must not cause the match to be rescheduled to finish earlier than the original cessation time.

11.2 DELAYED or INTERRUPTED MATCHES.

11.2.1 GENERAL.....CONTINUE

- a) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended by ten (10) minutes or a result achieved.
- b) The team batting second shall not bat for a greater number of overs than the first team unless the later has been all out in less than the agreed number of overs.
- c) Fractions are to be ignored in all calculations re the number of overs.
Examples: 10.5 overs = 10 overs or 12.3 overs = 12 overs
Exception: The falling of the last wicket as stated in rule 11.1 (b).

12. RESTRICTIONS on the PLACEMENT of FIELDSMEN.

- a) Two semi circles shall be drawn on the field of play. The semi circle have as their center the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards. The ends of each semi circle are joined to the other by a straight line drawn on the field on the same side of the pitch. Continuous painted white lines or 'dots' should mark the field restriction area at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.
- b) At the instant of delivery, there may not be more than five (5) fielders on the leg side.
- c) For the first six (6) overs only two (2) fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- d) For the remaining overs no more than five (5) fieldsmen are allowed outside the field restriction marking at the instant of delivery. (i.e. Four fieldsmen must be inside during this period.)
- e) In circumstances when the number of overs of the team batting is reduced, the number of fielding restriction overs shall be reduced in accordance with the table below. For sake of clarity it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Total Overs	Restriction Overs
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

13. NUMBER of OVERS per BOWLER.

No bowler shall bowl more than four (4) six (6) ball overs in an innings. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. This restriction shall not apply to the team fielding second where the provisions of 11.1 (a) have been applied.

Where the total overs is not divisible by five (5), one (1) additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

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15. NO BALL – PENALTY

The Laws of Cricket will apply.

16. WIDE BOWLING - JUDGING A WIDE.

Umpires are instructed to apply a very strict and consistent interpretation in regard to these rules in order to prevent negative bowling wide of the wicket. Any offside delivery which passes outside the line drawn outside the off stump shall be called wide. Any ball passing the batsman down the down the legside / outside the leg stump is a wide.

17. FAST SHORT PITCHED BALLS.

- (a) A bowler should be limited to one (1) fast short pitched delivery per over.
- (b) A fast short pitched delivery is defined as a ball which pass or would have passed above the shoulder height of the striker standing upright at the crease.
- (c) The umpire at the bowler's end shall advice the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- (d) A ball that passes above the head height of the batsman that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
- (e) For the avoidance of doubt any fast short pitched delivery that is called a wide under the playing condition shall also count as the allowable fast short pitched delivery in that over.
- (f) In the event of a bowler bowling more than one fast short pitched delivery in an over the umpire at the bowler's end shall call and signal no ball on each occasion.
- (g) If a bowler bowls two (2) fast short pitched deliveries in an over, the second one is called and signal a no ball and when the ball is dead the bowler will be given his first warning.
- (h) If there is a second instance of a bowler being no balled in the innings for bowling more than one fast short pitched delivery the umpire shall call and signal no ball and when the ball is dead gives him his final warning.
- (i) Should there be any further instance by the same bowler in that innings the umpire shall call and signal no ball and when the ball is dead direct the captain of the fielding team to take the bowler off forthwith and not allow the bowler, thus taken off, to bowl again in the same innings and complete the over with another bowler, provided that the bowler does not bowl two (2) overs or part thereof consecutively.

18. THE RESULT.

18.1 A result can be achieved only if both teams have had the opportunity of batting for at least five (5) overs, subject to the provisions of 11.1 (a) unless one (1) team has been all out in less than five (5) overs or unless the team batting second scores enough runs to win in less than five (5) overs. All matches, in which both teams have not had an opportunity of batting for at least five (5)overs shall be declared a no result.

18.2 In matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of clauses 11.1(a) the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets, which have fallen.

18.3 If a match is interrupted under any circumstances, the winner will be the calculated using the Duckworth/Lewis Par Score Regulations.

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19. LOSS OF OVERS AND DEFAULTED MATCH.

- (a) Any team not ready to play at 11.00 am will **face a penalty of 5 runs** per over per four and a half (4½) minutes delay up to 11.30 am, after which it loses the game, providing that the other team is ready for play. The team

not ready will be charged with a match default, if both teams are not ready to play at 11.30 am, they will both lose one (1) over per four and a half (4½) minutes of delay up to 11:30 am. If both teams are not ready by 11.15 am then the match will be considered abandoned and both teams will be charged with a match default.

- (b) A team must have nine (9) players (in white colored clothing or sponsored clothing when provided) in order to be considered as 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 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 submit a report.
- (d) There will be no postponement of any matches. Defaulted games will be awarded to the team present at the appointed venue. Note: no games will be re-scheduled.
- (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. Players 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 occasions during the competition will be dropped. Individual statistics for said team will remain on record; the said team will not be permitted to participate in the following year's competitions and must re-apply for entry into the competition.
- (f) Any time a team walks off the field for whatever reason, they will automatically forfeit the match 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.

20. Clubs with two teams will only be allowed to transfer players between their teams and can do so with out any cost or approval from S.F.C.A.

- (a) For clubs with two teams please note that players who played two (2) games in the Division One will not be eligible to play in the Premier Division and likewise players who played two (2) games in the Premier Division will not be eligible to play in the Division One. Any such violation will incur a match default therefore forfeiting any points obtained.

21. 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.

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

23. 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 members 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 SCFA neutral umpires.

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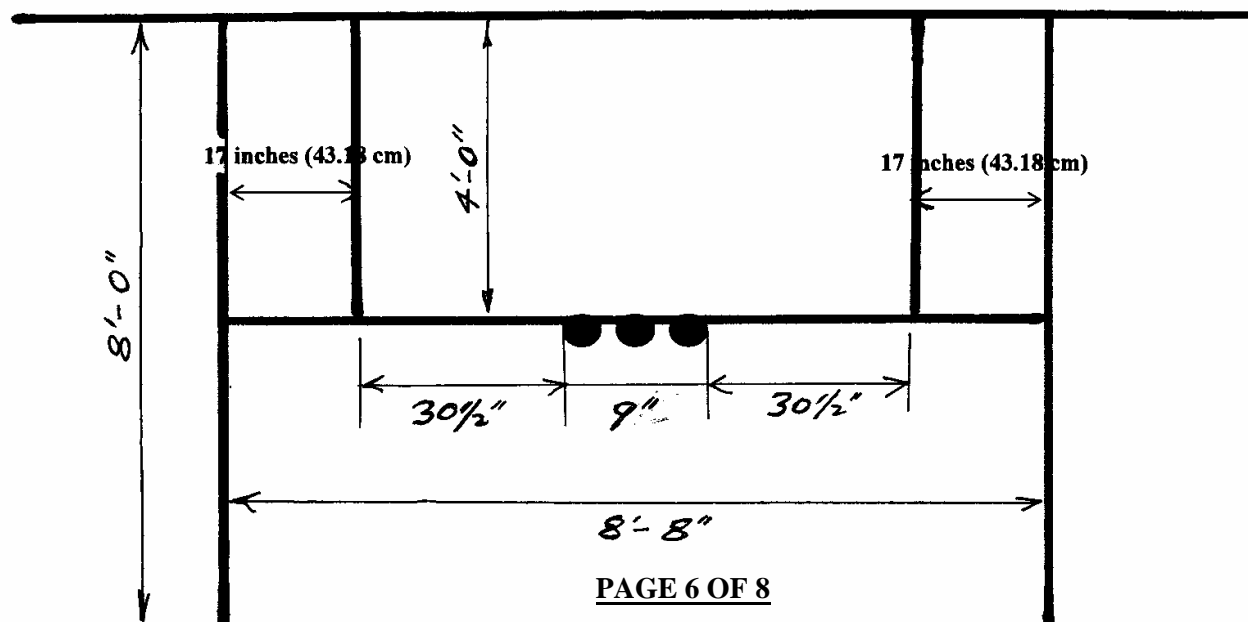
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24. Should the batting team fail or refuse to provide a square leg umpire, that would be consider not ready to play and will lose 1 over every four and a half (4 ½) minutes. After 10 minutes and the

batting team refuse to provide and umpire, the team will forfeit the game and be subject to disciplinary actions by SFCA.

25. 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 when provided.
26. 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.
27. Active members of clubs with five (5) or more years membership will be allowed to play in the finals without being qualified as per Rule 2(e) above but approval must be obtained 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 (28) does not apply for members playing in another USA sanctioned league.
28. BOTH HOME TEAMS MUST SHARE (EQUALLY) THE COST OF PERMIT FEES FOR THE USE OF GROUNDS WHERE APPLICABLE.
29. Substitutes and Runners. A runner for a batsman when running is not permitted.
30. SUBMIT MATCH REPORTS BY.....FAX (954) 212 2400 OR
EMAIL TO scores@southfloridacricket.com OR
ENTER ONLINE AT www.southfloridacricket.com

APPENDIX 4
CREASE MARKINGS



2013 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 in SFCA Match Play Rules for the 2013 Season.

3. DIVISIONS / ZONES

- (a) Clubs entered in the Alliance competitions may be grouped into Divisions and / or Zones.
- (b) Premier Division clubs can enter a team in Division 1 should they have enough players to support each team.
- (c) Any club that has more than one team must register each team separately.
- (d) Newly formed clubs will be assigned to a division or zone as determine by the SFCA.

4. MATCHES

- (a) The clubs forming the Divisions of the SFCA shall play matches as arranged by SFCA.
- (b) All matches shall be governed by the rules of the games as adopted by the ICC 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.

5. GENERAL RULES

- (a) The umpire's decisions are final. Any vilification or abuse of a SFCA / FCUA appointed umpire by knocking down a 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).
- (b) 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.

6. 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 pegs on 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 condition or for any other reason, or causes damage to the pitch in any other way.

7. 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 performances 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.

2013 COMPETITION BY-LAWS

8. SUSPENDED PLAYER

- (a) ANY PLAYER WHO IS SUSPENDED BY ANY LEAUGE THAT IS AFFILIATED TO THE UNITED STATES OF AMERICA CRICKET ASSOCIATION (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) TEAMS OFFICIALS ARE RESPONSIBLE FOR THEIR PLAYERS ELIGIBILITY.

9. INSURANCE

- (a) SFCA INSURANCE IS PURCHASED THROUGH THE UNITED STATES OF AMERICA CRICKET ASSOCIATION (USACA) FOR AFFILATE MEMBERS. IT IS A GENERAL LIABILTY INSURANCE NOT A MEDICAL INSURANCE.
- (b) THE INSURANCE POLICY CONTAINS A RIDER (EXCESS MEDICAL) THAT PAYS A MAXIMUM OF \$25,000 WITH A DEUCTIBLE OF \$2500 FOR MEDICAL EXPENCES WHEN YOUR PERSONAL INSURANCE MAX / RUNS OUT.
- (c) COMPETITIONS AND / OR MATCHES NOT SANCTIONED OR SPONSORED BY SFCA ARE NOT COVERED UNDER THIS INSURANCE.
- (d) FOR CLUBS HOSTING OUT OF REGION TEAMS OR HAVING TOURNAMENTS OR PRACTICE MATCHES PLEASE EMAIL SFCA (NO VERBAL) FOR APPROVAL / ENDORSMENT OF SUCH MATCHES.

10. UMPIRES FEE TWENTY/20 COMPETITION

Each umpire will receive \$40.00 per match and when there is only one official umpire the fee will be \$25.00 per team. If SFCA and FCUA are notified of cancellation no fee will apply.

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GENERAL INFORMATION

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