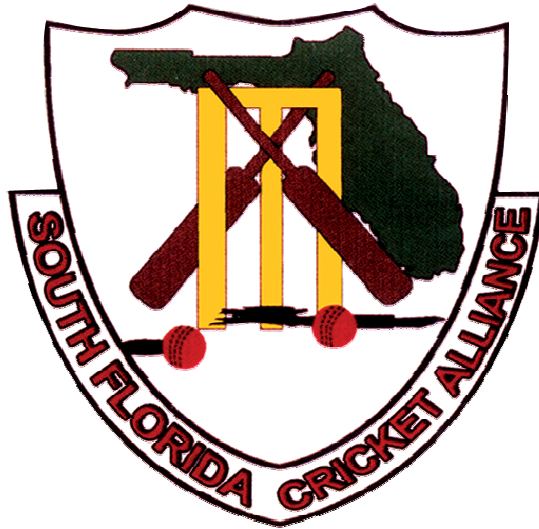


SOUTH FLORIDA CRICKET ALLIANCE



2010

**ANNUAL CRICKET CLASSIC
SIMS CUP**

**MATCH PLAY RULES
AND
COMPETITION BY-LAWS**

THE LAWS OF CRICKET 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

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.

SFCA 2010 CRICKET CLASSIC COMPETITION RULES

TITLE

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

2. ELIGIBILITY

Countries eligible to participate: Barbados, Guyana, India, Jamaica, Combined Islands, Pakistan, Team USA, Trinidad and Tobago, and SFCA Under 23.

Each country shall initially register fifteen (15) players who are / were citizens of their respective countries except Team USA **and SFCA Under 23** as noted in Rule 2(a) – (c).

The SFCA Annual Cricket Classic will be starting on January 31, 2010. Registration fee of \$500 per country must be paid to SFCA before January 23, 2010 along with the players' registration.

Any country failing to pay their registration fee (plus any outstanding amount due SFCA) on or before the due date will be dropped from the competition and subject to suspension from future participation for one (1) year and their re-admittance fee will be double.

- (a) **Only Team USA can play players from another country with exception as per Rule 2(c).**

Each country must play players of their nationality.

(b) Players who choose not to play for their respective countries are eligible to play for Team USA with exception as per Rule 2(c). However, if any player is chosen to play for their respective countries in their list of fifteen (15) and chooses not to play will not be eligible to play for Team USA for one (1) season. Any player leaving Team USA will not be eligible to play for their respective country for one (1) season.

(c) Players, past and present who represent their country at the national and international levels must play for their respective country, they are not be affected. US citizens are exempt if they choose not to play for their respective countries to which they have citizenship. Exception: National and international players must play for SFCA Under 23 providing these players are under the age of 23.

(d) Late registration will be allowed only by fax or email for date verification.

(e) A player must have actually played three (3) games to be eligible to play in the playoffs.

(f) Declaration of Players: A list of eleven (11) names must be given to the umpire at least twenty (20) minutes before the start of the game by each country.

(g) SFCA reserves the right to admit any country or team to participate in the competition, providing that certain terms and conditions set forth by SFCA are met.

3. FORMAT

The competition will be played in a round-robin format and the top four (4) countries with the most points will advance to the playoffs / semi-finals unless tie-breakers are necessary.

4. PLAYOFFS / SEMI-FINALS ELIGIBILITY

Tie - breakers, if necessary will be applied to determine a country's playoff / semi-finals eligibility or final position in the standings.

(a) If two (2) or more countries, the country that won the regular scheduled match between them, if no decision was reached, go to (b) below.

(b) The country with the most wins... if no decision was reached, go to (c) below.

(c) The country with the best overall run-rate (see competition bylaw 8) in the competition, if no decision was reached, go to (d) below.

(d) The country losing the least amount of wickets in the competition.

5. PLAYOFFS / SEMI-FINALS

(a) (Number 1 vs. Number 4) and (Number 2 vs. Number 3) venues T.B.A.

(b) If there is no result, a tie or the match is abandoned in either semi-final, the two teams with the highest seeds will play in the finals.

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6. FINALS.

- (a) The semi-finals winners will contest the finals at a venue **North Dade Middle School**.
- (b) If there is no result, a tie or the match is abandoned, both teams will be declared joint champions.

7. TOURNAMENT STRUCTURE.

The competition will be played on the following points system.

Win = 5 Points.

Tie = 3 Points.

Loss and Abandoned = 0 Points.

No Result = 2 Points. A minimum of sixteen (16) overs must be bowled to the team batting first.

8. REPORTS.

Each country is required to submit a match report for each match by Tuesday (6 pm) following the match. **Please fax reports to (954) 212-2400 • or email to scores@southfloridacricket.com**

Reports must list all players declared for the match even if they did not bat and also for abandoned matches or matches not played for unforeseen circumstances.

Match Report Forms can be obtained by downloading from SFCA website

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; stats for players' awards will be compiled only on the regular season games. If no report is sent in, the country not submitting a report will be fined **\$50.00** for each missing report and players on that country's team will not be eligible for individual awards. Reports are required for abandoned matches or matches not played for unforeseen circumstances

9. BALLS

Each team will provide balls for each game, along with suitable substitute balls.

Balls are standardized and can only be obtained from SFCA for the Classic Competition.

10. DURATION OF MATCHES

One-Day Matches shall be of one day's scheduled duration consisting of one innings per side and each innings will be limited to forty (40) six-ball overs.

11. HOURS OF PLAY AND INTERVALS.

(a) All matches must start promptly at 11:00 and ends at 5:30 p.m. except due to delay where the match may be extended to a maximum of 30 minutes before overs are reduced. The team batting first will start their innings at 11:00 a.m. and ends at 2:00 p.m. The team batting second will start their innings at 2:30 p.m. and end at 5:30 p.m. except due to delay where it may be extended a maximum of 30 minutes.

(b) In games in which the starting time was delayed beyond 11:00 a.m. due to bad weather, or bad playing wicket, the conclusion of the team batting second will be determined by the amount of overs the team batted first as calculated by the umpires, i.e. it may go beyond 2:00 p.m. However, the umpires must give the same time for the team batting second provided weather is permissible.

(c) Umpires will use their discretion concerning the conditions such as the weather and the availability to light to continue play. In the event of bad weather, the umpires shall not determine that the game is unplayable until 2:00 p.m. At that time the game shall be considered abandoned.

SFCA 2010 CRICKET CLASSIC COMPETITION RULES

12. INTERVALS FOR DRINKS.

One drink break per session shall be permitted after twenty (20) overs and must be taken on the field and there should be no exception. This provision shall be strictly observed except under conditions of extreme heat the umpires may permit extra intervals for drinks.

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.

13. LENGTH OF INNINGS.

13.1 UNINTERRUPTED MATCHES.

- close.
- (a) Each team shall bat 40 (six ball) overs unless all out earlier. A team shall not declare its innings close.
 - (b) 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. 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 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.
 - (c) If the team batting first is all out and the last wicket falls 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 shall be counted as a complete over).
 - (d) If the team batting first is dismissed in less than forty (40) overs, the team batting second shall be entitled to bat for forty (40) overs except as provided in (c) above.
 - (e) If the team fielding second fails to bowl forty (40) overs or the number of overs as provided in 13.1(b), (c) or (d) by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

13.2 DELAYED OR INTERRUPTED MATCHES.

13.2.1 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 sixteen (16) overs have to be bowled to the side batting second to constitute a match subject to the provisions of 13.1(b).**

The calculation of the number of overs to be bowled shall be based on an average rate of one over per four and half (4.5) minutes in the total time available for play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. **This time may be extended to a maximum of thirty (30) minutes to allow all overs to be completed.**

- (b) 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 until the overs have been bowled or a result is achieved.
- (c) 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.
- (d) Fractions are to be ignored in all calculations re the number of overs.
Example: 20.5 overs = 20 overs. Exception: The falling of the last wicket as per rule 13.1(c).

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13.2.2 DELAYED OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING FIRST.

- (a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of 13.2 and 13.2.1 (a).
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled and the provisions of 13.1(b) shall apply.
- (c) If the team batting first is all out the last wicket falls at or after the scheduled time for the interval, and the provisions of 13.1(c) shall apply.

13.2.3 DELAYED OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING SECOND.

If there is a suspension in play during the second session, the overs shall be reduced at a rate of one over per four and half (4.5) minutes for the time lost, except that, when the innings of the team batting for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

14. RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN

Note: Need to be interpreted as written

(a) Two sets of markings are to be drawn on the field of play measuring thirty (30) yards and fifteen (15) yards:

(i) The semi-circles have as their center the middle stump at either end of the pitch. The radius of each of the semi-circles is thirty (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 pitch. Continuous painted white lines of 'dots' should mark the field restriction area at five (5) yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven (7) inches in diameter.

(ii) See appendix 5.

(b) At the instant of delivery, there may not be more than five (5) fielders on the leg side.

(c) During the first Power Play only two (2) fielders are allowed outside the thirty (30) yards fielding restriction area along with two (2) fielders in a standing catching position within the fifteen (15) yards area at the instant of delivery.

(d) For the remaining Power Plays no more than three (3) fielders are allowed the thirty (30) yard field restriction marking

(e) The two (2) fielders within the fifteen are not required after the first Power Play.

(f) For the remaining overs outside of the Power Play no more than five (5) fielders are permitted outside the field restriction marking at the instant of delivery.

(g) The second set of Power Play must be taken at the thirty third 33rd over if none was taken during the course of the inning.

(h) No boundary must be more than ninety (90) yards from the center of the pitch.

(i) See Power Play Chart Below

SFCA 2010 CRICKET CLASSIC COMPETITION RULES

Innings Duration	First Power Play	Fielding Power Play	Batting Power Play	Power Play Total
16 -17	3	2	1	6
18 – 19	4	2	1	7
20 -22	4	2	2	8
23 -24	5	2	2	9
25 -27	5	3	2	10
28 -29	6	3	2	11
30 -32	6	3	3	12
33 – 34	7	3	3	13
35 – 37	7	4	3	14
38 -39	8	4	3	15
40	8	4	4	16

(j) Each block of power play overs must commence at the start of an over

15. NUMBER OF OVERS PER BOWLER.

No bowler shall bowl more than eight (8) 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 13.1(b) 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.

16. NO BALL.

Short pitched bowling: If the ball passes or would have passed above the shoulder height of the striker standing upright at the crease, either umpire shall call and signal no ball.

After two (2) short pitched deliveries, a warning should be issued, cautioning the bowler that this is a final warning and inform the other umpire, captain of the fielding team and the batsman of what has occurred.

- (a)** At first repetition, 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 complete the over with another bowler, provided that the bowler does not bowl two (2) overs or part thereof consecutively.
- (b)** Not allow the bowler, thus taken off, to bowl again in the same innings.
- (c)** The umpire shall report the matter to SFCA who shall take appropriate actions
- (d)** **A free hit shall be given to the batting team when the bowler is called for a foot fault no ball. All free hit rules shall apply.**

17. 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 / out-side the leg stump is a wide. **Note:** The distance shall be 30.5 inches from the two outer stumps.

18. THE RESULT.

18.1 A result can be achieved only if both teams have had the opportunity of batting for at least 16 overs, subject to the provisions of 13.1(b) and 13.2.2(b) unless one (1) team has been all out in less than 16 overs or unless the team batting second scores enough runs to win in less than 16 overs. All matches, in which both teams have not had an opportunity of batting for at least 16 overs shall be declared a no result.

SFCA 2010 CRICKET CLASSIC COMPETITION RULES

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 13.1(b) and 13.2.2(b) 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 team, which has scored faster in runs per over throughout the innings, provided that at least 16 overs had been bowled at the side that is batting second. If the scoring rate is the same, the side losing the lesser number of wickets in the sixteen overs of the inning will be the winner. In the event that the team batting first is all out in less than the full quota overs the calculation of their average run rate shall be based on the quota of overs in which they would have been entitled to and not the number of overs in which they were dismissed.

18.4 In determining the run rate, teams that are all out will be calculated on the forty (40) overs or the reduced overs as calculated by the umpire(s).

19 SUBSTITUTES.

(a) In normal circumstances, a substitute shall be allowed to field only for a player who satisfies the umpires that he has become injured or becomes ill during the match. However, in very exceptional circumstances, the umpire may use their discretion to allow a substitute for a player who has to leave the field or does not take the field for other wholly acceptable reasons. If a player wishes to change his shirt, boots etc. he may leave the field to do so (no changing on the field) but no substitute will be allowed. Only registered players for that team can be a substitute

(b) The player acting, as runner for an injured batsman shall at all times wear similar external clothing and protective equipment as the injured batsman.

(c) No fieldsmen shall leave the field or return during a session of play without the consent of the umpire at the bowler's end. The umpire's consent is also necessary if a substitute is required for a fieldsmen at the start of play or when his side returns to the field after an interval. If a player of the fielding side does not take the field at the start of play, leaves the field or fails to return after an interval and is absent from the field longer than eight (8) minutes, either of the following shall apply:-

(i) The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.

(ii) The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and /or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

The restriction in (i) and (ii) above shall not apply if the player has suffered an external blow as opposed to an internal injury such as a pulled muscle whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness) and consent for a substitute has been granted by the opposing captain.

NOTE:- In the event of a fieldsmen already being off the field at the commencement of an interruption in play through ground, weather or light conditions, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

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20. FITNESS OF GROUND, WEATHER AND LIGHT

(a) The umpires will suspend, or continue to suspend play for bad light when they consider that there is a risk of serious physical injury to the batsman, or where conditions are unfit for play. Amongst the facts to be considered are background, sightscreens and the type of bowling. Before deciding to suspend play, or not to resume play after an interval on account of bad light (but for no other reason), the umpires shall establish whether the captain of the batting team (the batsman at the wicket may deputize for his captain) wishes to continue in unfit conditions, if so, his wishes shall be met or, as a consequence of a change of bowler, if batting conditions have become dangerous.

(b) The umpires shall disregard any shadow on the pitch from any permanent object on or surround the playing field. Any objects or permanent fixtures in the field of play must be shown and explained to opposing team, umpires before the start of play by the home team as the ground rules

21. BOWLER INCAPACITATED OR SUSPENDED DURING AN OVER

If for any reason a bowler is incapacitated while running up to bowl the first ball of an over or is incapacitated or suspended during an over, the umpire shall call and signal "Dead Ball" and another bowler shall bowl or complete the over from the same end, provided only that he shall not bowl two overs or part thereof, consecutively in one inning.

22. THE BALL - MODE OF DELIVERY

If a bowler bowls a ball underarm the umpire shall call and signal dead ball, and the ball is to be re-bowled over arm. In addition, the umpire at the bowler's end shall call and signal no ball if a ball which the umpire considers to have been delivered:

(i) Bounces more than twice or (ii) Rolls along the ground or (iii) Comes to rest.

23. HELMETS (AND PROTECTIVE EQUIPMENT)

The striker is out if the ball is deflected from his bat onto his own protective helmet and he is subsequently caught. Runs may be scored off deflections from the batsman or fielder's helmet.

A batsman may call for a helmet to be brought out to him at anytime. He must then wear or carry it personally all the time while play is in progress, or can have it taken off the field at the fall of a wicket, or at the end of an over, or at any drinks interval.

In all cases, no actions involving helmets are to waste playing time. Umpires are not to hold helmets. The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

A batsman may only change other items of protective equipment (e.g. batting gloves, etc.) provided that there is no waste of playing time.

24. UNFAIR PLAY.

It is normal fielding practice for fielders in recognized close to the wicket catching positions to be stationary, and for outfielders to walk in towards the striker when the bowler commences his run up. Any significant movement, off line or in depth, by a fielder once the bowler commences his run up is considered unfair and either umpire shall take action. As a guide, the movement of a wicket keeper standing back who moves up to the stumps would be regarded as significant, whereas the movement forward by a wicket keeper of a couple of paces for a slower delivery or in taking his normal stance would not be regarded as significant. The same provision will apply to a slip fielder who takes only a couple of steps forward. The umpire has to make a judgment taking all circumstances into account.

SFCA 2010 CRICKET CLASSIC COMPETITION RULES

25. The BOWLING OF HIGH, FULL PITCHED BALLS.

The bowling of fast high full-pitched balls is unfair. Any fast high full pitched ball which passes or would have passed above waist height of the batsman standing upright at the crease shall be called and signaled “no ball” by the umpire at the bowler’s end.

In the event of a bowler bowling a fast high full ball (i.e. a beamer), the umpire at the bowler’s end shall adopt the following procedure:

- (a). In the first instance the umpire shall call and signal no ball, caution the bowler and issue a first and final warning and inform the other umpire, captain of the fielding side and the batsman of what has occurred.
- (b). At the first repetition call and signal no ball and when the ball is dead direct the captain of the fielding side to take the bowler off forthwith and to complete the over with another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
- (c). Not allow the bowler, thus taken off, to bowl again in the same innings.

26. PLAYERS DAMAGING THE PITCH / PROTECTION OF THE PITCH

- (a). Captains and umpires should co-operate to ensure that, prior to the start of any day’s play, no one bounces a ball on the pitch or strikes it with a bat to access its condition or for any other reason or causes damage to the pitch in any other way. Prior to the start of play on any day only the captains may walk on the pitch to assess its condition. Spiked footwear is not permitted
- (b) In the event of the batsman damaging the pitch, the umpire at the bowler’s end shall follow the procedures of caution and final warning. Should the above warnings prove ineffective the umpire shall intervene without appeal by calling and signaling “dead ball” as soon as he considers there is no immediate chance of a dismissal, disallow any runs, and return the batsmen to their original ends.
- (c) In the event of rain, the home team is responsible for the covering of the batting surface (pitch) and the bowler’s run-ups as described in Rule 16. The umpire (s) shall see to it that this rule is strictly enforced and the coverings are in place.
- (d) **NOTE: Home teams must have covers that should cover the pitch and reasonable bowler’s run-up. Failure to cover said areas when requested / required will result in that team forfeiting the game.**

27. LOSS OF OVERS AND DEFAULTED MATCH.

(a) Any team not ready to play at 11.00 A.M will lose one (1) over per four and half (4.5) minutes delay up to 11.30 A.M, after which it loses the game, providing that the other team is ready for play.

(b) A team must have seven (7) players in uniforms (white pants and shirt) 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 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 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. 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.

SFCA 2010 CRICKET CLASSIC COMPETITION RULES

27. LOSS OF OVERS AND DEFAULTED MATCHCONTINUE

- (f) Any time a team walks off the field for whatever reason 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.

SFCA 2010 COMPETITION BY-LAWS

1. TITLE

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

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 2010 Season.

3. MATCHES

- (a) All clubs / countries / teams of SFCA shall play matches as arranged by SFCA.
(b) All matches shall be governed by the Laws of Cricket and rules of the games as adopted by the ICC for the current year in conjunction with modifications by SFCA Match Play Rules and shall apply to all applicable SFCA schedules / fixtures.

4. GENERAL RULES

- (a) The umpire's decisions are final. Any vilification or abuse of a SFCA / FCUA appointed umpire by knocking down wicket, throwing of pads, bat, gloves, headgear or other equipment, persistent intimidation or physical contact 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.
(b) Any vilification or abuse of a SFCA / FCUA appointed umpire, County, City, Parks, School Board and other Governmental Officials, SFCA Board Members or Sponsors will not be tolerated and will be dealt with severely by SFCA Disciplinary Committee.

5. PLAYING SURFACE

- (a) All SFCA league games must be played on regulation matting wicket, turf or artificial turf.
(b) No steel pegs on shoes will be allowed on matting wickets.

6. RUN RATE CALCULATION

For the calculation of a team's overall run rate, use the total runs scored in the competition divided by the total amount of overs batted in the competition.

Note: Teams that are all out, the run rate will be calculated on the specified amount of overs for the match or the reduced overs as calculated by the umpire(s)

7. CHANGING THE PITCH

- 1) In the event of a pitch being considered too dangerous for play to continue in the estimation of the umpires, they shall stop play and immediately advise both captains.
2) If the captains agree to continue, play shall resume.
3) If the decision is not to resume play, the match umpires shall consider one of the options in the following sequence.
(a) whether the existing pitch can be repaired. Repair work will only be considered if there has been malicious damage to a non-crucial part of the pitch:(game continues from where it was stopped).
(b) whether the alternative pitch can be used: (game will start over from ball one).
(c) whether the match has to be abandoned.

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8. 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 SFCA. Illegal player(s) and names of witnesses must be provided at the time of complaint.

9. REFRESHMENT BREAKS

Matches that are over 40 overs duration shall have two (2) official refreshment breaks. Matches 40 overs and under would have one (1) official break. Break must not exceed ten (10) minutes.

10. UMPIRE'S FEE

Umpire fees are \$60.00 per team when there is only one official umpire officiating.
\$75.00 per team per umpire when there are two official umpires officiating.

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GENERAL INFORMATION

South Florida Cricket Alliance

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Sub Committee.....Umpires Issues

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Norville McDonald:954-610-1438 Email: treasurer@southfloridacricket.com

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Sub Committee...Match Reports and Players Registration

David Maitland...954 483-7353 Email: secretary@southfloridacricket.com