

**SOUTH FLORIDA CRICKET ALLIANCE**

**MATCH PLAY RULES**

**AND**

**COMPETITION BY-LAWS**

**2008 SEASON**

**PREMIER DIVISION & DIVISION ONE**  
**COMPETITIONS**

## **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.***

- 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 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.
- 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** **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
- F** **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
- G** **Violence:**  
There is no place for any act of violence on the field of play.
- H** **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.

**SOUTH FLORIDA CRICKET ALLIANCE**  
**2008 PLAYING RULES FOR ALL DIVISIONS**

Except as varied hereunder, the MCC Laws of Cricket Latest Edition shall apply.

**1. GUIDELINES**

**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.**

**2. PLAYOFFS: Tie-breakers, if necessary will be applied to determine a team's playoff's eligibility or final position in the standings.**

- (a) if two or more teams have equal points, the team that won the regular scheduled match between the teams. If no decision was reached go to (b) (c) or (d).
- (b) The team with the most wins
- (c) The team with the best overall run-rate in the competition.
- (d) The team losing the least amount of wickets in the competition.
- (e) **SEMI FINALS:** After the preliminary rounds, the teams with the highest number of points will qualify for this stage of the tournament.

**PREMIER DIVISION**

**A. (number 1 versus number 4) B. (number 2 versus number 3)**

**DIVISION I**

**A. (ROBIN MIRJAH Division # 1 vs. # 2) B. (DESMOND WILLIAMSON Division # 1 vs. # 2)**

**3. TOURNAMENT STRUCTURE**

The competition will be played on the following point basis.

**WIN 5 points**

**TIE 3 points**

**NO RESULTS 2 points (40% OF 45 OVERS MUST BE BOWLED....THAT IS 18 OVERS)**

**ABANDONED/LOSS 0 points**

If there is a tie or no results are achieved in either semi-final, the right to play in the finals will be determined by the teams that are seeded number 1 and number 2 in the Premier Division.

The two number one teams in each zone of Division One will have the right to play in the finals.

**4. FINALS**

The winners of the two semi-finals will contest the finals. If there is no winner in the finals, the two teams will be declared joint winners of the competition.

**5. BALLS: Each team must provide standardized balls for each match. It is the responsibility of the fielding team to provide replacement for lost or damaged balls during the inning.**

**BALLS CAN BE OBTAINED AT CORPORATE PARK**

**3800 INVERRARY BLVD...ROOM 307**

**LAUDERHILL, FL 33319**

**ONLY FROM MONDAY – FRIDAY 9AM – 5 PM**

**OR**

**FROM ANY SFCA EXECUTIVE COMMITTEE MEMBER**

**COST PER BALL = \$10.00**

**6. REPORTS: Each team is required to submit a report for each match no later than Tuesday following the match. If no report is given to the league, there will be a charge of **\$50.00**. Reports must list all players declared for the match. Compilation of stats, for the purpose of awards and for eligibility for the playoffs or finals will be based solely on players listed on these reports; statistics will be compiled only on the regular season games.....**FAX NUMBERS: 305 770 1332 OR 305 627 0051****

**MATCH REPORT FORMS ARE AVAILABLE BY DOWNLOADING FROM SFCA WEBSITE.**

**OR**

**EMAIL TO SCORES@SOUTHFLORIDACRICKET.COM**

**7. RULES: Duration of Match**

One-Day Matches shall be on one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited to 45 overs for both divisions. **(40% OF 45 OVERS MUST BE BOWLED.....THAT IS 18 OVERS)** per team to constitute a match.

**EXAMPLES: (a) 45 - 19 OVERS.....18 OVERS MUST BE BOWLED TO THE TEAM BATTING SECOND TO OBTAIN A RESULT; UNLESS ALL OUT OR SCORE ENOUGH RUNS TO WIN BEFORE THE END OR AT THE END OF THE 18th OVER.**

**(b) FOR 18 OVERS MATCH.....18 OVERS MUST BE BOWLED TO THE TEAM BATTING SECOND TO OBTAIN A RESULT; UNLESS ALL OUT OR SCORE ENOUGH RUNS TO WIN BEFORE THE END OR AT THE END OF THE 18th OVER.**

**(c) NO MATCH WILL BE LESS THAN 18 OVERS DURATION.**

**8. Hours of Play, Intervals and Minimum Overs in the day:**

- (a) Teams must be given to the umpires before the spinning of the toss. The toss must be spun no less than 15 minutes before the schedule start of each game and no more than 30 minutes.**
- (b) All matches must start promptly at 11.00 am and end at 3 pm for the team batting first and from 3:15 pm to 7:15 pm for the team batting second. NOTE: The team batting second will commence their innings no later than twelve (12) minutes after the innings of the team batting first closed (all out)**
- (c) Duration-Each Team. If the team fielding first fails to bowl 45 overs by 3pm, the innings of the team batting second shall be limited to the same number of overs. If bad weather delays the start of the game or suspends the length of each inning, then the number of overs allocated will be rearranged in proportion to the time lost ( one over for every five minutes or part thereof or 12 overs per hour), so that each team bats the same amount of overs. Matches that never got started due to inclement weather or unforeseen circumstances will be considered abandoned.**
- (d) Games in which the starting time was delayed beyond 11. 00 am due to bad weather, or playing conditions, the conclusion of the team batting second will be determined by the amount of overs the team batting first, as calculated by the umpires, i.e. it may go beyond 3 pm. However, the umpires must give the same time to the team batting second provided weather is permissible.**
- (e) Umpires will use their discretion concerning weather conditions and availability of light to continue play.**
- (f) In the event of bad weather, the umpires shall not determine that the game is unplayable until 2.30 pm, at that time the game shall be declare abandoned.**

**9. Length of Innings.... Uninterrupted matches**

- (a) Each team shall bat for 45 overs unless all out earlier. A team shall not be permitted to declare its innings close.**
- (b) The innings of the team batting second shall be limited to the same numbers of overs bowled by it, at the scheduled time.**
- (c) If the team batting first is all out and the last wicket falls at or after the scheduled time for the session, the innings of the team batting second shall be limited to the same number of overs bowled to he team batting first at the first scheduled time for the session (the over in which the last wicket falls is to count as a complete over).**
- (d) If the team batting first is dismissed in less than 45 overs, the team batting second shall be entitled to bat for 45 overs.**

**10. Delayed or Interrupted Matches:**

- (a) The object shall always be to rearrange the number of overs so that both teams have an opportunity of batting the same number of overs. The calculation of the number of overs to be bowled shall be based on an average rate of one over per five (5) minutes in the total time available for play. If a reduction of the number of overs is required; any recalculation must not cause earlier cessation time. This time may be extended to allow for one extra over for both teams to be added if required.**
- (b) The team batting second shall not bat for a greater number of overs than the first team unless the latter 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.**

**11. Delayed or Interruption to the Innings of the Team Batting First:**

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 clauses 10(a).

**SOUTH FLORIDA CRICKET ALLIANCE 2008 PLAYING RULES FOR ALL DIVISIONS**

**12. 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 one over per five minutes for the time lost. In a rain interrupted match or a match interrupted through any other cause, it should be noted that the important figure is the target score which in effect is set by the umpire when they decide on the number of the overs available to be bowled at the side batting second. The side batting second then has available to it the number of overs nominated by the umpire, in which to achieve that target.

**Interrupted Matches – Calculation of the Target Score**

If due to an interruption of play, the number of overs in the inning of the side batting second has to be revised, their target score shall be calculated by multiplying the reduced number of the overs by the average runs per over scored by the side batting first.

**13. Restrictions on the Placement of Fieldsmen:**

- (a) Two semi-circles must be drawn on the field of play. The semi-circles have as their center the middle stumps at either end of the pitch. The radius of each of the semi-circles is 30 yards. The end of each semi circle must join to the other by a straight line drawn on the field on the same side of the pitch. Continuous painted white lines or “dots” must be marked on the field restriction area at five-yard (5) intervals; each “dot” to be covered by a white plastic or rubber (but not metal) disc measuring seven (7) inches in diameter.
- (b) At the time of delivery, no more than five (5) fielders will be allowed on the leg-side of the wicket.
- (c) For the first 13 overs, only two fieldsmen are permitted to be outside the field restriction 30 yard marking, at the instant of delivery.
- (d) For the remaining overs, only five (5) fielders are permitted to be outside the field restriction 30-yard circle, at the instant of delivery. (Less than four (4) fielders are not permitted inside the 30 yard circle).
- (e) Inside (the circle 30 yard line) restrictions must be applied first.
- (f) In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to restrictions in 13(c) and 13(d) above shall be reduced proportionately in a ratio of 15:50 (30%) in calculations re the number of overs.

<u>Overs Per Innings</u>	<u>No. of Overs for which fielding</u>
	Restrictions in 13(b) and 13(c) will apply
23 - 24	6
25 - 26	7
27 - 29	8
30 - 33	9
34 - 36	10
37 - 39	11
40 - 43	12
44 - 46	13
47 - 49	14
50	15

- (f) Where the number of overs for the team batting second is reduced (including under the provisions of Clause 9(b) and/or 9(c) above, the restrictions in 13(c) and 13(d) above will apply for the same proportion of the second innings as applied in the first innings, fractions to be ignored).

In the event of an infringement, the square leg umpire shall call and signal “No Ball.”

**14) THE BOWLING OF FAST, SHORT-PITCHED BALLS**

- (a.) A bowler shall be limited to one (1) fast short-pitched delivery per over.
- (b.) 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 crease.
- (c.) The umpire at the bowler’s end shall advise the bowler and the batsman on strike when each short pitched delivery has been bowled.

**14) THE BOWLING OF FAST, SHORT-PITCHED BALLS...CONTINUE**

(d.) In addition, for the purpose of this regulation and subject to Clause 14(f) below, a ball that passes above head height of the batsman, when standing upright at the crease, that prevents him from being able to hit with his bat by means of a normal cricket stroke shall be called a 'Wide'.

(e.) For avoidance of doubt, any fast short-pitched delivery that is called a 'Wide' under this playing condition shall also count as the allowable short-pitched delivery in that over.

(f.) In the event of a bowler bowling more than one (1) fast short-pitched delivery in an over as defined above, the umpire at the bowler's end shall call and signal 'No Ball' on each occasion.

(g.) A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal 'No Ball' and then tap his head with the other hand.

**ACTION BY THE UMPIRE**

- (a) after the second fast short-pitched delivery, call and signal no ball and issue the first warning and inform the other umpire, captain of the fielding team and the batsman of what has occurred.
- (b) if another (3<sup>rd</sup>) fast short-pitched delivery is bowled, call and signal no ball and issue a final warning and inform the other umpire, captain of the fielding team and the batsman of what has occurred.
- (c) if another (4<sup>th</sup>) fast short-pitched delivery is bowled, 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 bowler does not bowl two overs or part another thereof consecutively. Not allow that bowler to further bowl in the innings.

**NOTE: AS PER 14 (a) ABOVE. A BOWLER IS ALLOWED ONE FAST SHORT-PITCHED DELIVERY PER OVER**

**15) THE BOWLING OF HIGH FULL-PITCHED BALLS (Law 42.6(b))**

Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not it is likely to inflict physical injury to the striker.

A slow delivery which passes or would have passed on the full above shoulder height of the striker standing upright at the crease is deemed to be dangerous and unfair, whether or not it is likely to inflict physical injury to the striker. In the event of a bowler bowling a high full pitched ball as defined above (i.e. a beamer) the umpire at the bowler's end shall, in the first instance call and signal 'no ball' and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding team and the batsman at the wicket of what has occurred.

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 to take off the bowler forthwith.

If necessary, the over in progress shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

The umpire will then report the matter to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.

**16) DELIBERATE BOWLING OF HIGH FULL PITCHED BALLS (Law 42.8)**

Law 42.8 Shall be replaced by the following:

If the umpire considers that a high full pitched delivery which is deemed dangerous and unfair was deliberately bowled, the caution and final warning process shall be dispensed with.

The umpire at the bowler's end shall call and signal 'no ball'. When the ball is dead, direct the captain of the fielding team to take the bowler off forthwith. Not allowed the bowler to bowl again in that innings. Ensure the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

## SOUTH FLORIDA CRICKET ALLIANCE 2008 PLAYING RULES FOR ALL DIVISIONS

### **17. Number of Overs per Bowler:**

No bowler shall bowl more than 9 overs in an inning. In a delayed interrupted match where the overs are reduced for both teams or 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 clause 3.1b have been applied. 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. In the event a bowler breaks 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 insofar as each bowler's limit is concerned.

### **18. The Result:**

- (a) A result can be achieved only if both teams have had the opportunity of batting for at least **18 overs** subject to the provisions of clause 11 unless one team has been all out in less than **18 overs** or unless the team batting second scores enough runs to win in less than **18 overs**. All matches in which both teams have not had an opportunity of batting at least **18 overs** shall be declared a no result.
- (b) In matches in which both teams have had the opportunity of batting for agreed number of overs, subject to provisions of clause 9(b) and 11 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.
- (c) If a match is interrupted under any circumstances\*, the winner will be the side which has scored faster in runs per over throughout the innings, provided that **18 overs** have been bowled at the side that is batting second. If the scoring rate is the same, the side losing the lesser number of wickets at the end of the **18th over** of the inning will be the winner. In the event that the team that batted first is all out in less than the full quota of overs, the calculation of their 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 are dismissed.  
\* SFCA will investigate and review such circumstances.

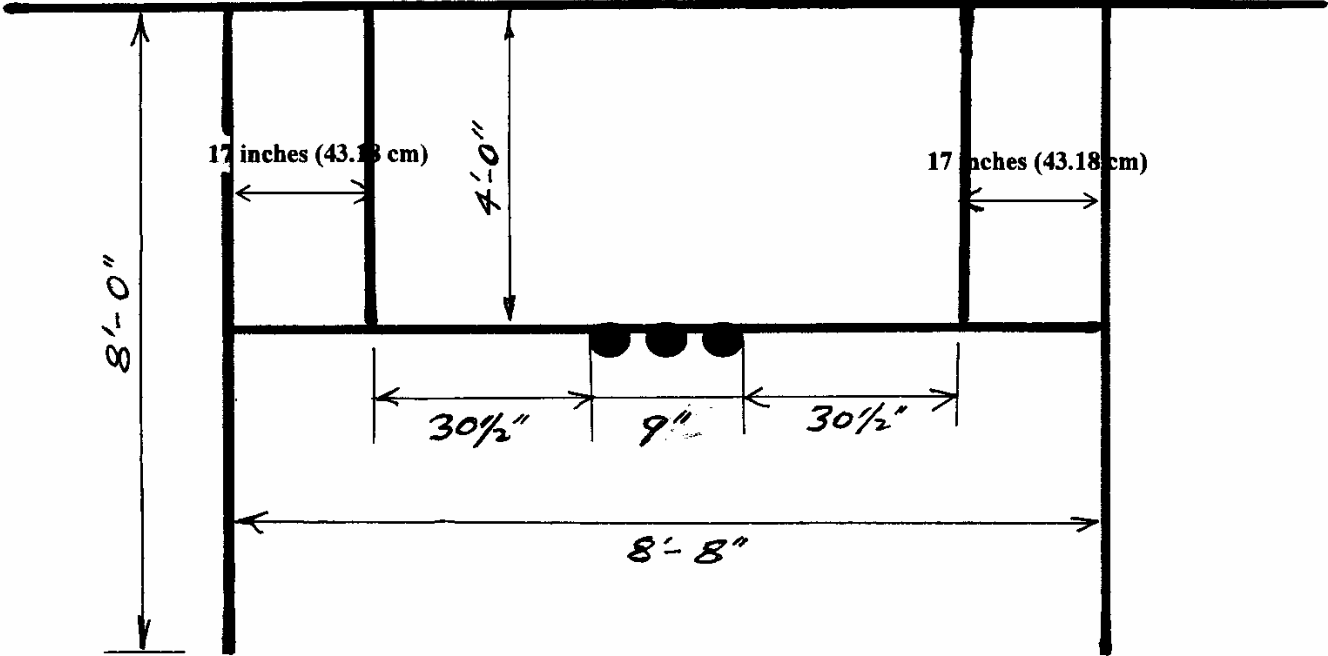
- 19. There will be no postponement of any games/matches. Defaulted games will be awarded to the team present at the appointed venue. Note that no games will be re-scheduled.
- 20. Any team not ready to play at 11:00 a.m. will lose one (1) over per 5 minutes or part thereof delay up to 11:30 am. The team not ready will be charged with a match default, if both teams are not ready to play at 11:00 am, they will both lose one over for each 5 minutes of delay up to 11:30 am. The team that is not ready to play at 11:30 am will lose the game, and will be charged with a match default.
- 21. Teams that do not show up for their scheduled matches are still responsible for the umpires' fees. The fees must be paid by the following Sunday prior to the team playing another schedule game.
- 22. If a match is abandoned due to weather or other unforeseen circumstances, the umpire must still receive their fees. In such situation teams must be declared with the umpires' signature and submitted to SFCA
- 23. A team must have seven (7) of the eleven (11) eligible players dressed in "white collar clothing" or "SFCA sponsor's clothing" in order to be considered as being ready to play at 11:00 am.
  - (a) No team would be considered not ready to play before 11:00 am.
- 24. A wide zone of **30½** inches from both the outer stumps must be marked on the matting.  
**See attached diagram on page 8 of 10.....APPENDIX 4 CREASE MARKINGS**
  - (a) Any delivery passing down the leg side and behind the striker must be called and signaled.
- 25. If a team does not show up for a scheduled game, the points will go 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 have played. The umpires must sign a match report, the defaulted team will be charged with a match default. If the same team or any other team are unable to field a team on any two occasions during the competition will be dropped. All games played previously by said team will be determined null and void. Individual statistics involved with said team will remain on record; the said team will face a fine of a minimum of \$150.00 and may face suspension or expulsion from the league.

## SOUTH FLORIDA CRICKET ALLIANCE 2008 PLAYING RULES FOR ALL DIVISIONS

- 26 Anytime in which a team walks off the field for whatever reason (other than authorized breaks, signaled by the umpire) will automatically forfeit the game and a match default and possible expulsion for at least a year of competition.
- 27 A player must have actually played a minimum of seven (7) games to be eligible for the playoffs.
- (a) Any player who actually played in another USA sanctioned league must play a minimum of ten (10) of the total regular season games in order to be qualified for the playoffs.
- (b) Active members of clubs with five (5) or more years membership will be allowed to play in the playoffs without being qualified as per Rule 27 above but prior approval must be obtained from SFCA.  
**NOTE: This does not apply for members playing in another USA sanctioned league.**
- (c) Players who are representing SFCA or USA (trials included) will not be penalized for missing games as it applies to their playoffs eligibility.
- 28 Disciplinary action will be taken against any player or players who verbally or physically abuse appointed umpire(s). Also, disciplinary action will be taken against any umpire who verbally or physically abuse any player. These incidents must be reported in writing (supplying players and umpires names and venue where the incident took place) to FCUA and SFCA for any action to be considered.
- 29 No player will be allowed to transfer in a competition from one club to another, but will be allowed at the end of the competition.
- 30 Clubs with two teams will only be allowed to transfer players between teams and can do so without any cost or approval from S.F.C.A.
- 31 For clubs with two teams, a player will not be allowed to play in Division One after playing seven (7) games in the Premier Division. Division One players will be allowed to play in the Premier Division at anytime but must play at least seven (7) games in the Premier Division in order to qualify for the playoffs.
- 32 Home teams must have covers that should cover the pitch and reasonable bowler's run-up. Failure to cover said areas when requested by the umpire will result in that team forfeiting the game as per Competition By-Law 6(b).
- 33 **Umpires must be paid no later than the close of the first innings of the game.**  
Unsatisfactory umpiring must be reported in writing to SFCA.
- 34 When there is only One (1) official SFCA umpire, the game will proceed and it is mandatory that the batting team provide a second umpire who will only stand at square leg. Players, 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 their teammates. Penalty runs can only be awarded by FCUA / SFCA neutral umpires.
35. Should the batting team fail or refuse to provide a square leg umpire, that would be considered not ready to play and will lose one (1) over every 5 minutes. After 30 minutes that team will forfeit the game and will be subject to disciplinary actions by SFCA.
- 36 Umpire(s) who arrive at matches after ten (10) overs have been bowled shall not be officially accepted to participate in the game.
37. In the event there is no SFCA / FCUA official umpire, both captains should agree on two (2) umpires and the game must be played.
38. Under no circumstances should an umpire and or captains change a venue of a SFCA sanctioned game without the approval of the SFCA.



APPENDIX 4  
CREASE MARKINGS



**SOUTH FLORIDA CRICKET ALLIANCE**  
**2008 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 2008 Season.

**3. DIVISIONS / ZONES**

- (a) Clubs / Countries entered in all SFCA 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 club(s) seeking membership will be assigned to the lowest division.
- (e) Players from all Divisions shall be eligible for selection on the SFCA teams.

**4. MATCHES**

- (a) All clubs / countries of the Alliance shall play matches as arranged by the Alliance.
- (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 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 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 the Alliance 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.

**6. 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.

**7. PROMOTION / DEMOTIONS**

- (a) Promotions will be based on the two (2) teams that contested the finals in Division I One-Day (45 Overs) Competition. The winner and the runners-up of the Division One Finals will be promoted to the Premier Division the following year.
- (b) Demotions will be based on the final standing of the Premier Division One-Day (45 Overs) Competition. The two (2) teams at the bottom of Premier Division standings with the least points will be demoted to Division One the following year.  
In the event three (3) or more teams at the bottom of the Premier Division standings have the same amount of points, the tiebreaker will be the highest overall run rate of matches played during the said competition. For the calculation of overall run rate see Bylaw 8.
- (c) Any team choosing not to accept promotion will be ineligible to participate in the playoffs of the season in which promotion would have occurred.
- (d) If the winner or runners-up / joint winners of the Division I One-Day (45 Overs) Competition choose not to be promoted then the highest placed team/teams in the final standing will be promoted.

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**2008 COMPETITION BY-LAWS**

**8. 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).

**9. 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.

**10. 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.

**11. REFRESHMENT BREAKS**

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

**13. UMPIRE'S FEE**

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

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**GENERAL INFORMATION**

**South Florida Cricket Alliance**

**Mailing Address: P.O. Box 490704  
Fort Lauderdale, Florida 33349**

**Telephone: 305 606 7603 • 305 606 7151 • 954 816 4847**

**Fax: 305 -770 1332 • 305 – 627 0051**

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**SOUTH FLORIDA CRICKET ALLIANCE**  
**2008 COMPETITION BY-LAWS**

**ADDENDUM**

**SUSPENDED PLAYER**

ANY PLAYER WHO IS SUSPENDED BY ANY LEAUGE THAT IS AFFILIATED TO THE UNITED STATES OF AMERICA CRICKET ASSOCIATION (USACA) WILL NOT BE ELIGIBLE TO PLAY IN ANY SFCA SANCTIONED / SPONSORED COMPETITIONS.

TEAM / TEAMS THAT FAIL TO COMPLY WITH THE ABOVE WILL RESULT IN THEIR MATCH / MATCHES BEING FORFEITED.

TEAMS OFFICIALS ARE RESPONSIBLE FOR THEIR PLAYERS ELIGIBILITY.

**INSURANCE**

SFCA INSURANCE IS PURCHASED THROUGH THE UNITED STATES OF AMERICA CRICKET ASSOCIATION (USACA) FOR AFFILATE MEMBERS AND IS A GENERAL LIABILTY INSURANCE NOT A MEDICAL INSURANCE.

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.

COMPETITIONS AND / OR MATCHES NOT SANCTIONED OR SPONSORED BY SFCA ARE NOT COVERED UNDER THIS INSURANCE.

FOR CLUBS HOSTING OUT OF REGION TEAMS OR HAVING TOURNAMENTS, PLEASE EMAIL SFCA (NO VERBAL) FOR APPROVAL / ENDORSMENT OF SUCH MATCHES.