



SOUTH FLORIDA CRICKET ALLIANCE

MATCH PLAY RULES

AND

COMPETITION BY-LAWS

2010 SEASON

PREMIER DIVISION

(45 OVERS)



REVISED 5-26-10

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.

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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 net 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)

3. TOURNAMENT STRUCTURE

The competition will be played on the following point basis.

WIN	5 points
TIE	3 points
NO RESULTS	2 points <u>(40% OF 45 OVERS MUST BE BOWLED.....THAT IS 18 OVERS)</u>
ABANDONED	1 point
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.

4. FINALS

- (a) The winners of the two semi-finals will contest the finals.
- (b) **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. 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.

6. REPORTS: Each team is required to submit a report for each match no later than Tuesday (6 PM) following the match. If no report is given to the league, there will be a charge of \$25.00. 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.

MATCH REPORT FORMS ARE AVAILABLE BY DOWNLOADING FROM SFCA WEBSITE.

SUBMIT MATCH REPORTS BY

FAX

(954) 212 2400

OR

EMAIL TO scores@southfloridacricket.com

OR

ENTER ONLINE AT www.southfloridacricket.com

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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. **(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 2:50 pm for the team batting first and from 3:10 pm to 7:00 pm for the team batting second. **NOTE:** The team batting second will commence their innings no later than twenty (20) 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 2:50 pm, 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 5 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 3:00 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 3:00 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 the 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.

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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).

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

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.... See appendix 5...PAGE 10
- (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 or 'dots' should mark the field restriction area at five (5) yard intervals, each 'dot' to be covered by a white plastic of rubber (but not metal) disc measuring seven (7) inches in diameter.
- (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....**EXCEPTION: WHEN PLAYING WITH TEN (10) PLAYERS, ONLY ONE (1) FIELDER IS ALLOWED OUTSIDE THE THIRTY (30) YARDS FIELDING RESTRICTION AREA AND WHEN PLAYING WITH NINE (9) OR LESS PLAYERS NO FIELDER IS ALLOWED OUTSIDE THE THIRTY (30) YARDS FIELDING RESTRICTION AREA**
- (d) For the remaining Power Plays no more than three (3) fielders are allowed outside the thirty (30) yard field restriction marking..... **EXCEPTION: WHEN PLAYING WITH TEN (10) PLAYERS, ONLY TWO (2) FIELDERS ARE ALLOWED OUTSIDE THE THIRTY (30) YARDS FIELDING RESTRICTION AREA; WHEN PLAYING WITH NINE (9) PLAYERS ONLY ONE (1) FIELDER IS ALLOWED OUTSIDE THE THIRTY (30) YARDS FIELDING RESTRICTION AREA AND WHEN PLAYING WITH EIGHT (8) OR LESS PLAYERS NO FIELDER IS ALLOWED OUTSIDE THE THIRTY (30) YARDS FIELDING RESTRICTION AREA.**
- (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-seventh (37th) over if none was taken during the course of the inning.
- (i) See Power Play Chart Below. (j) Each block of power play overs must commence at the start of an over

Innings duration	First Powerplay	Fielding Powerplay	Batting Powerplay	Powerplay Total
18 -19	4	2	1	7
20 -21	4	2	2	8
22 -23	5	2	2	9
24 -26	5	3	2	10
27 -28	6	3	2	11
29 -31	6	3	3	12
32 -33	7	3	3	13
34 -36	7	4	3	14
37 -38	8	4	3	15
39 -41	8	4	4	16
42- 43	9	4	4	17
44- 45	9	5	4	18

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14. NUMBER OF OVERS PER BOWLER.

No bowler shall bowl more than nine (9) 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 10(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.

15. 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 the 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.

16. NO BALL RE: FREE HIT

- (a) A no ball called for a foot fault shall be a free hit for whichever batsman is facing it, if the delivery, if the next delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.
- (b) For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball even if the delivery for the free hit is called wide ball.
- (c) Field changes are not permitted for free hit deliveries unless there is a change of striker.

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. See attached diagram on page 9.....APPENDIX 4 FOR CREASE MARKINGS

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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 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 fieldsman 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 fieldsman 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 fieldsman 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. The BOWLING OF HIGH, FULL PITCHED BALLS.

The bowling of high full-pitched balls is unfair. Any 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 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.

21. PROTECTION OF THE PITCH AND BOWLERS’ RUN-UP

Home teams must have covers that should cover the pitch and reasonable bowlers’ 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.

22. LOSS OF OVERS AND DEFAULTED MATCH.

(a) 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.

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

(c) Teams that do not show up for their scheduled matches are still responsible for the umpire fees. A penalty fee of \$150.00 will 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.....EXCEPTION: -- FOR THE FINALS ONLY, WHERE ONE REPLAY WILL BE ALLOWED, IF IN THE FIRST MATCH A RESULT WAS NOT ACHIEVED OR THE MATCH WAS NOT PLAYED DUE TO RAIN OR ANY UNFORESEEN CIRCUMSTANCES.

(e) If a team does not show up for a scheduled game the points goes to the team that is present provided that the team is ready to play as determined by the umpires. The winning team must submit a match report listing the names of the players present. Each player listed will be considered as actually played.

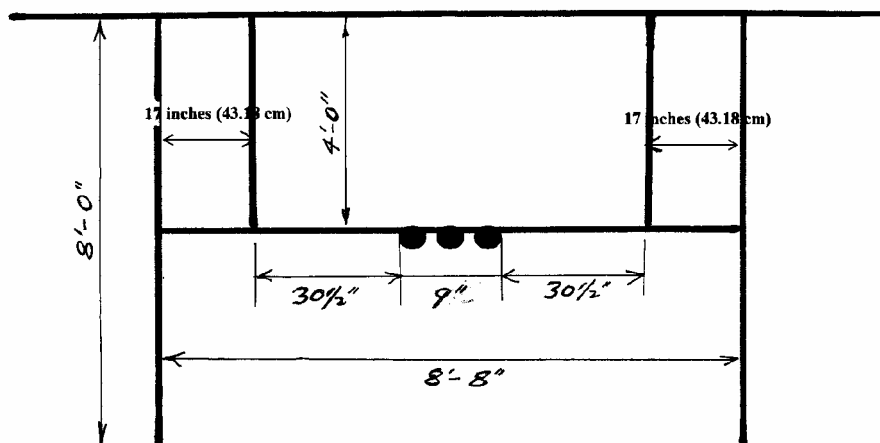
The umpires must sign the match report, the defaulted team will be charged with a match default. If said team or any other team unable to field a team on any two (2) occasions during the competition will be dropped. Individual statistics involved with said team will remain on record; the said team will not be permitted to play in the following year’s competition and must re-apply for entry into the competition.

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

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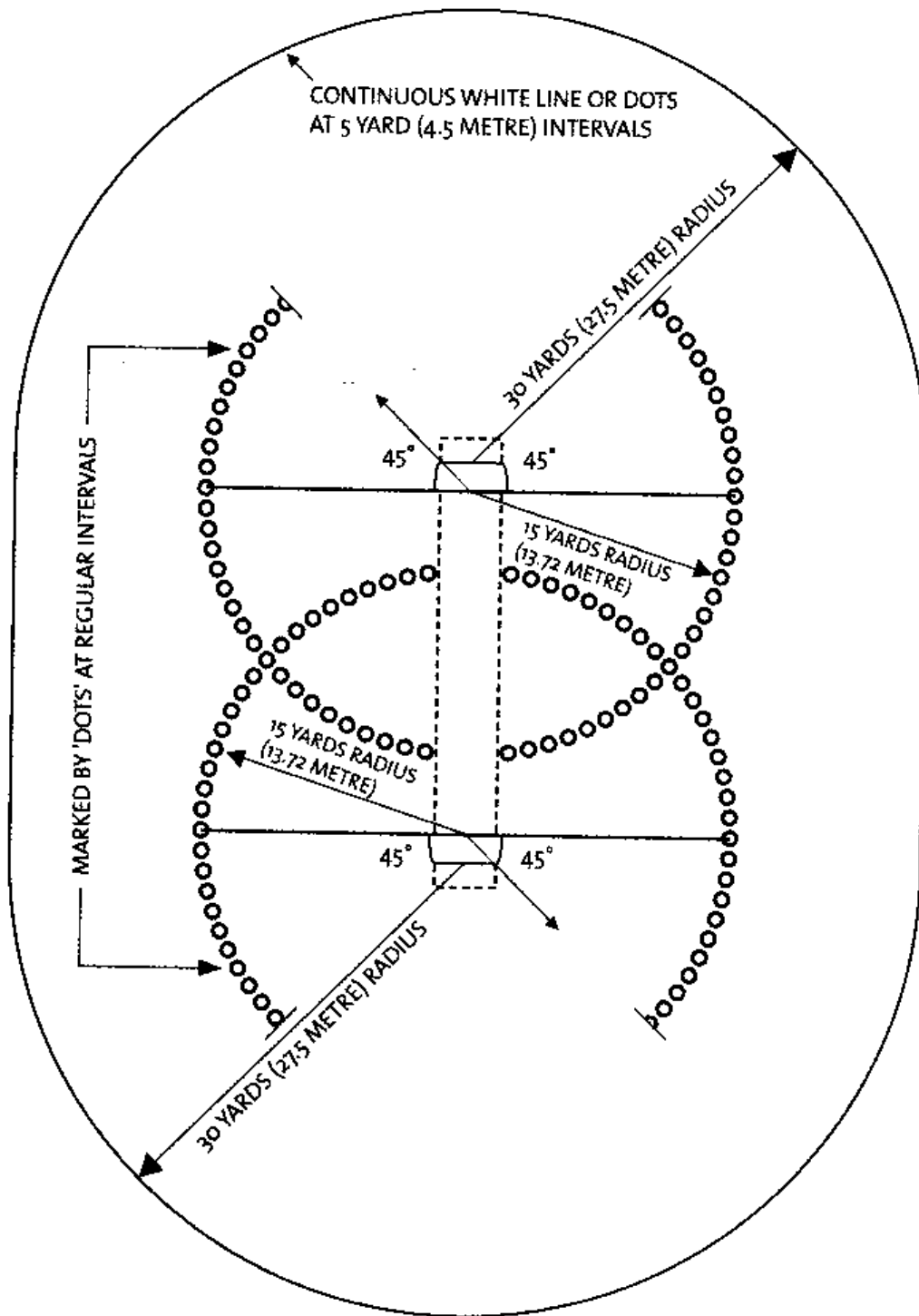
23. A player must have actually played a minimum of four (4) games to be eligible for the playoffs.
- (a) Any player who actually played in another USA sanctioned league must play a minimum of six (6) of the total regular season games in order to be qualified for the playoffs.
- (b) Active members of clubs with five (5) or more years membership will be allowed to play in the playoffs without being qualified as per Rule 23 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.
24. 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.
25. 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.
26. 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.
27. For clubs with two teams, a player will not be allowed to play in Division One after playing four (4) games in the Premier Division. Division One players will be allowed to play in the Premier Division at anytime but must play at least four (4) games in the Premier Division in order to qualify for the playoffs.
28. 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.
29. 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.
30. Umpire(s) who arrive at matches after ten (10) overs have been bowled shall not be officially accepted to participate in the game.
31. In the event there is no SFCA / FCUA official umpire, both captains should agree on two (2) umpires and the game must be played.
32. Under no circumstances should an umpire and or captains change a venue of a SFCA sanctioned game without the approval of the SFCA.
33. HOME TEAMS ARE RESPONSIBLE FOR FIELD PREP AS PER APPENDIXES 4 AND 5

APPENDIX 4
CREASE MARKINGS



APPENDIX 5

Restriction of the placement of fieldsmen



The final mark of the 15 yards radius shall be a line placed at an angle of 45°, measured from the popping crease at a point level with the middle stump

SOUTH FLORIDA CRICKET ALLIANCE
2010 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.

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) The winner of the Division One finals will be promoted to the Premier Division the following year.
- (b) The team at the bottom Premier Division standings will be demoted to Division One the following year.
- (c) All tiebreakers will be the best net run rate of the matches played during the said competition.
- (d) For Joint winners of Championship matches, promotion will be based on the team with best net run rate of matches played during the regular season of the said competition.
- (e) If the Division One Champion choose not to be promoted then the runner-up will be promoted.
- (f) Any team choosing not to accept promotion will be ineligible to participate in the playoffs of the season in which promotion would have occurred

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8. 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.

9. ILLEGAL PLAYER.

Neither umpires nor 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.

10. REFRESHMENT BREAKS

All matches shall have two (2) official refreshment breaks must not exceed ten (10) minutes.

11. UMPIRE'S FEE

Umpire fees are \$50.00 per team when there is only one official umpire officiating.
\$75.00 per team per umpire when there are two official umpires officiating.

NOTE: If the umpire(s) arrive at the venue and the match did not start / not played due to rain or any unforeseen circumstances they should be paid fifty percent (50%) of their fee(s).
If FCUA is notified of cancelled match(es) the above is not applicable.

12. 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.

13. 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.

GENERAL INFORMATION

SOUTH FLORIDA CRICKET ALLIANCE

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