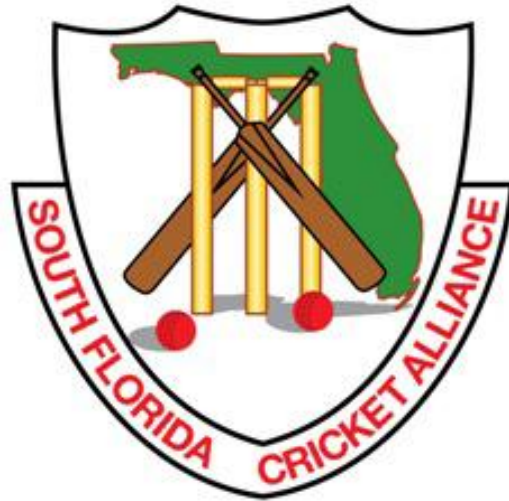


**SOUTH FLORIDA CRICKET ALLIANCE**



**2012**

**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 brings the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

- 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 2012 CRICKET CLASSIC COMPETITION RULES

## TITLE

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

## 2. ELIGIBILITY

The SFCA Annual Cricket Classic will be starting on January 29, 2012. Registration fee of \$500 per country must be paid to SFCA before January 14, 2012 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.

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

Each country shall register their players by signing the waiver form, no other type of registration will be accepted... See By-Law 9.

Countries are allowed to field eight (8) players who are / were citizens of their respective countries plus three (3) players from another country except Team

USA and SFCA Under 23 as noted in Rule 2(a) – (c)

(a) The "8/3 team quota" (optional) does not apply to Team USA and SFCA Under 23.

(b) Players who choose not to play for other countries are eligible to play for Team USA with exception as per Rule 2(c).

(c) Players, past and present who represent their country at the national and international levels must play for their respective country. US citizens are exempt if they choose not to play for their respective countries to which they have citizenship. Exception: National and international players may 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.**

**(i) Any player who actually played in another USACA sanctioned league must play a minimum of five (5) of the total regular season games in order to be qualified for the playoffs.**

**(ii) Players who are representing SFCA or USA (trials included) will not be penalized for missing games as it applies to their playoffs eligibility.**

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

## 3. FORMAT

The competition will be played in a round-robin format and the top four (4) countries with the highest 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)

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

(c) The country with the best net run-rate in the competition, if no decision was reached, go to (d)

(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.

## 6. FINALS.

(a) The semi-finals winners will contest the finals.

(b) If the result of the match is a tie both teams will be declared joint champions.

(c) IF IN THE FINALS A RESULT WAS NOT ACHIEVED, 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.

## SFCA 2012 CRICKET CLASSIC COMPETITION RULES

### **7. TOURNAMENT STRUCTURE.**

The competition will be played on the following points system.

Win = 5 Points: Tie = 3 Points: Abandoned = 1 Point: Loss = 0 Point: No Result = 2 Points.

For a No Result:- 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 • or login online at www.southfloridacricket.com

Reports must list all players declared for the match even if they did not bat including matches that are abandoned 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 must provide standardized balls for each match and given to the umpires before the start of each match, failure to do so will result in a match default by the guilty team.

It is the responsibility of the fielding team to provide replacement for lost or damaged balls during the innings. Balls 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 10:30 a.m. and ends at 5:00 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 10:30 a.m. and ends at 1:30 p.m.

The team batting second will start their innings at 2:00 p.m. and end at 5:00 p.m. except due to delay where it may be extended a maximum of 30 minutes.

Note: The team batting second will commence their innings no later than thirty (30) minutes after the innings of the team batting first closed (all out).

**(b)** In games in which the starting time was delayed beyond 10:30 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 1:30 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 1:30 p.m. At that time the game shall be considered abandoned.

### **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 but should not exceed ten (10) minutes.

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. Players taking drinks onto the field shall be dressed in proper cricket attire.

## **SFCA 2012 CRICKET CLASSIC COMPETITION RULES**

### **13. LENGTH OF INNINGS.**

#### **13.1 UNINTERRUPTED MATCHES.**

(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 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.

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).

##### **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 batting first is all out the last wicket falls 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.

## SFCA 2012 CRICKET CLASSIC COMPETITION RULES

### **14. RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN**

- (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 of rubber (but not metal) disc measuring seven (7) inches in diameter.
  - (ii) See appendix 5...Page 8 of 9
- (b) No team will be allowed to start a match with less nine (9) players, when playing with nine (9) players, at the first Power Play, two (2) fielders are allowed outside the thirty (30) yards field restriction area the instant of delivery.
- (c) At the instant of delivery, there may not be more than five (5) fielders on the leg side.
- (d) 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.
- (e) For the remaining Power Plays no more than three (3) fielders are allowed outside the thirty (30) yard field restriction marking.
- (f) The two (2) fielders within the fifteen yards circle are not required after the first Power Play.
- (g) For the remaining overs outside of the Power Play no less than four (4) fielders are allowed inside the thirty (30) yards field restriction area the instant of delivery.
- (h) The second set of Power Play must be taken at the thirty third 33<sup>rd</sup> over if none was taken during the course of the inning.

See Power Play Chart Below

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

- (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.

## **SFCA 2012 CRICKET CLASSIC COMPETITION RULES**

### **16. 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 advise 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 a bowler being no balled in the innings for bowling more than one (1) fast pitched delivery the umpire shall call and signal no ball; 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.

### **17. 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 next delivery (any kind of no ball or a wide ball) then the next delivery will 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.

### **18. WIDE BOWLING - JUDGING A WIDE.**

Umpires are instructed to apply a very strict and consistent interpretation in regard to these rules in order to prevent negative bowling wide of the wicket. Any offside delivery which passes outside the line drawn outside the off stump shall be called wide. Any ball passing the batsman down the down the legside /outside the leg stump is a wide. Note: The distance shall be 30.5 inches from the two outer stumps.

See attached diagram on page 7 of 9.....APPENDIX 4 FOR CREASE MARKINGS

### **19. 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.

### **20. PROTECTION OF THE PITCH AND BOWLERS' RUN-UP**

Home teams must have covers that should cover the pitch and a 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.

## SFCA 2012 CRICKET CLASSIC COMPETITION RULES

### **21. THE RESULT.**

- 21.1** 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 had no opportunity of batting for at least 16 overs shall be declared a no result.
- 21.2** 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.
- 21.3** If a match is interrupted under any circumstances, the winner will be the team, which has scored the faster run rate in their innings, provided that at least 16 overs had been bowled at the side that batted second. If the run rate is the same for both teams, the match result will be a tie. In the event that the team batting first is all out in less than the full quota 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 were dismissed.
- 21.4** 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).

### **22 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) 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.

### **(c) Law 2.1 Substitutes and Runners**

**Law 2.1 (a) (ii), 2.7 and 2.8 shall not apply. A runner for a batsman when batting is not permitted.**

## SFCA 2012 CRICKET CLASSIC COMPETITION RULES

### 23. LOSS OF OVERS AND DEFAULTED MATCH.

- (a) Any team not ready to play at 10:30 a.m. will lose one (1) over per four and half (4.5) minutes delay up to 11:00 a.m, after which it loses the game, providing that the other team is ready for play.
- (b) A team must have nine (9) 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. 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 or rescheduling of any matches except as per rule 6(c).
- (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.

### 24. PROTECTIVE EQUIPMENT

Players should wear protective equipment at all times during the match on the field of play.

### 25..... Law 12.4 – The toss

Law 12.4 shall be replaced by the following:

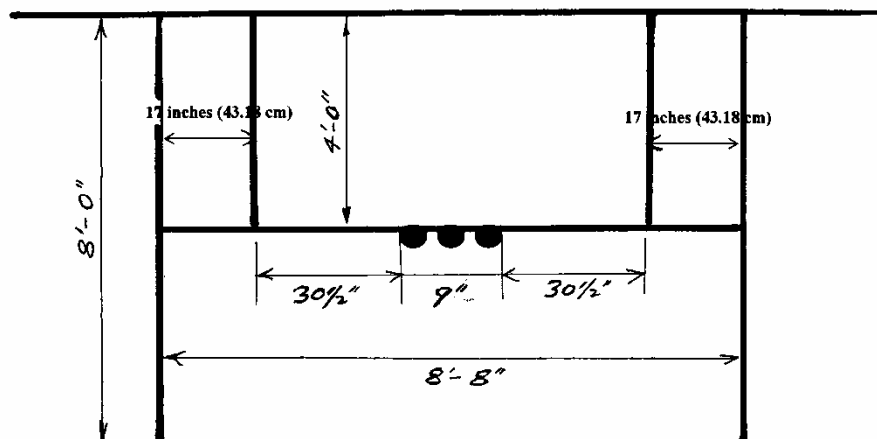
The captains shall toss for the choice of innings, on the field of play and in the presence of the ICC Match Referee, who shall supervise the toss. The toss shall take place not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any re-scheduled time for the match to start. Note, however, the provisions of Law 1.3 (Captain).

**Note:** Law 12.5 requiring the captain of the side winning the toss to notify the opposing captain as soon as the toss is completed of his decision to bat or to field first shall apply.

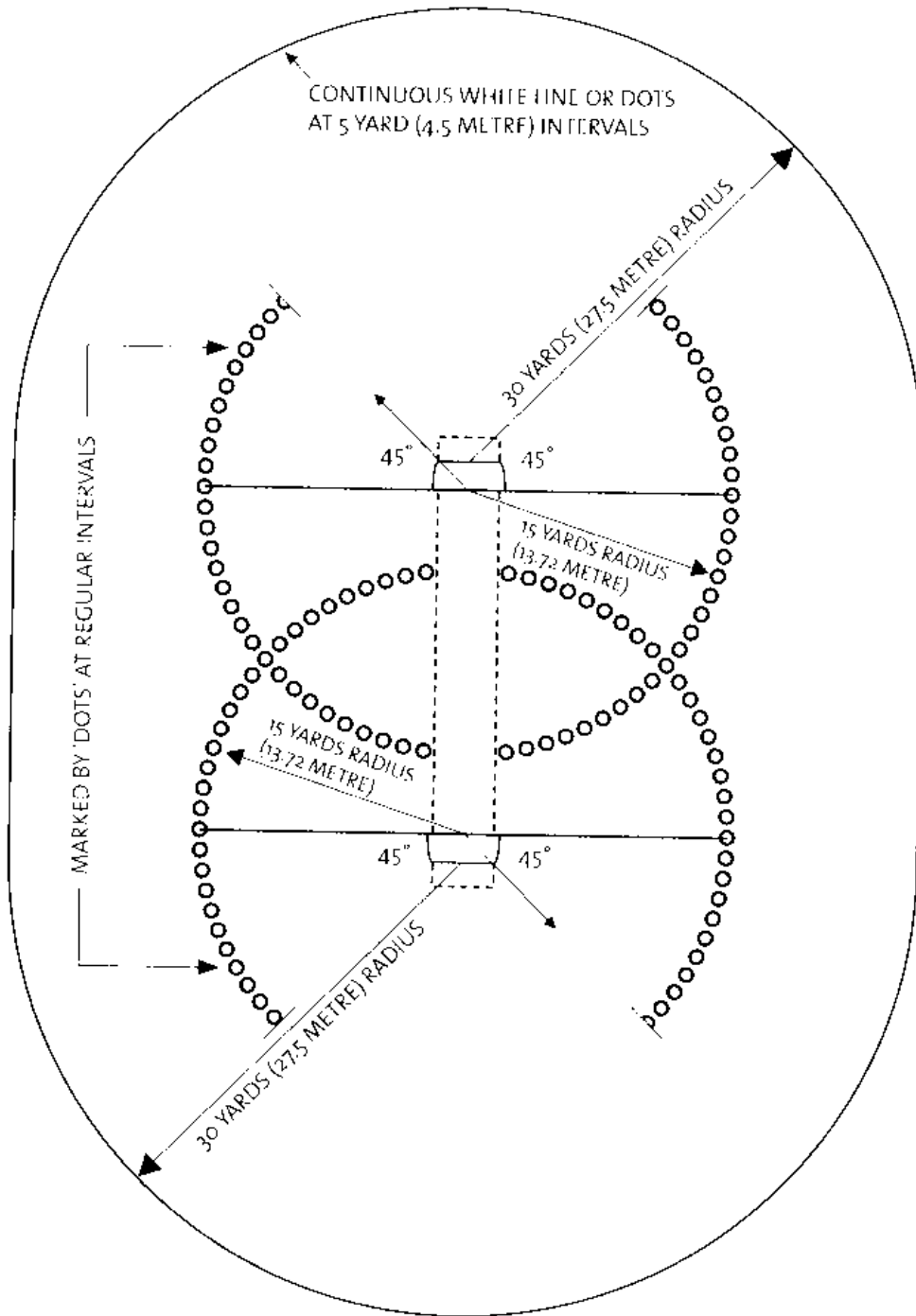
**NOTE:** REPLACE THE WORDING “ICC MATCH REFEREE” WITH “UMPIRE(S)”

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### APPENDIX 4 CREASE MARKINGS



**APPENDIX 5**  
**Restriction of the placement of fieldmen**



**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**  
**2011 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.

**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**

The umpire's decisions are final. Any vilification or abuse of a SFCA / FCUA appointed umpire or County, City, Parks, School Board and other Governmental Officials, SFCA Board Members or Sponsors on or off the field of play shall 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 determined as per Rule 2(a) – ((d).
- (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.

**8. 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 by the Wednesday following match to SFCA. Illegal player(s) and names of witnesses must be provided at the time of complaint.

**FORFEIT OF MATCHES FOR USING ILLEGAL PLAYER(S)**

**The Alliance as empowered by the constitution will take the necessary steps to uphold the Match Play Rules of all competitions organized by SFCA and all violations will be dealt with and enforced accordingly.**

**9. UNREGISTERED PLAYER.**

**All players must be registered as per Match Play Rule 2. Team(s) failing to comply will forfeit their match(es) that the unregistered player(s) played. Please note that team(s) not in compliance are liable for any insurance claims that may occur owing to any incident involving that team(s) during that match where the unregistered player(s) participated.**

**FORFEIT OF MATCHES FOR USING UNREGISTRATED PLAYER(S)**

**The Alliance as empowered by the constitution will take the necessary steps to uphold the Match Play Rules of all competitions organized by SFCA and all violations will be dealt with and enforced accordingly.**

**SOUTH FLORIDA CRICKET ALLIANCE**  
**2011 COMPETITION BY-LAWS**

**10. REFRESHMENT BREAKS**

All matches shall have one (1) official refreshment break not to exceed ten (10) minutes.

**11. UMPIRE'S FEE**

Umpire fees are TBD per team when there is only one official umpire officiating.

TBD 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 SFCA / 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(S) THAT FAIL TO COMPLY WITH THE ABOVE WILL RESULT IN THEIR MATCH / MATCHES BEING FORFEITED.

TEAMS OFFICIALS ARE RESPONSIBLE FOR THEIR PLAYERS ELIGIBILITY.

**FORFEIT OF MATCHES FOR USING SUSPENDED PLAYER(S)**

**The Alliance as empowered by the constitution will take the necessary steps to uphold the Match Play Rules and By-Laws of all competitions organized by the Alliance and all violations will be dealt with and enforced accordingly.**

**13. INSURANCE**

SFCA INSURANCE IS PURCHASED THROUGH THE UNITED STATES OF AMERICA CRICKET ASSOCIATION (USACA) FOR AFFILATE MEMBERS AND IS A GENERAL LIABILITY 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**

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