

FLORIDA CRICKET CONFERENCE

2024 Mr. Sewsankar Memorial Winter Tournament

PLAYING CONDITIONS

Version 2024.01.03



www.florida-cricket.com

MCC Laws governing except where otherwise stated in these playing conditions. The league games will be played in accordance with the Laws of Cricket Code 2017 edition 2022 and more importantly the spirit of the Game. FCC executive team reserves the sole right to make decisions and take actions against any teams that violate the laws of cricket and spirit of the game. FCC reserves the right to interpret and implement rules and add clarification to the rules during the league.

The FCC executive team will be the final authority of all cricketing matters. All team members having read these rules agree to be bound by them and recognize the FCC Executive Committee as the final arbitrator in all matters.

FORMAT:

Clubs will be divided into two pools (Premier, Championship) based on ranking during regular season play of the previously concluded Winter tournament and since the previous Winter tournament had 3 divisions, clubs were invited to play in Premiership and if they chose to compete were added to Premiership, if not, they stayed in Championship. New clubs will be introduced into the Championship pool. All matches will be 35 overs, played in colored (majority white colored uniforms will NOT be allowed) clothing and with approved FCC white cricket balls.

Premiership		Championship	
1	Islanders Cricket Club	1	Orlando Lions Cricket Club
2	Orlando Cricket Club	2	Gully Boyz Cricket Club
3	22 Yards Cricket Club	3	Orlando Stars Cricket Club
4	Orlando Knight Riders Cricket Club	4	Orange County Cricket Club
5	BCASCA Cricket Club	5	Alliance Cricket Club
6	United Cricket Club	6	American Qalandars Cricket Club
7	Just In Case Cricket Club	7	Challengers Cricket Club (new)
8	Polk County Cricket Club	8	Daytona Tigers Cricket Club (new)
9	Orlando Super Kings Cricket Club	9	Orlando Bengal Tigers Cricket Club (new)
10	Mavericks Cricket Club	10	Osceola County Legends Cricket Club (new)
11	Raging Bulls Cricket Club		

The top six teams in each pool will advance to the playoffs, with the top 2 getting a path directly into semi-finals. Seed 3 v Seed 6 & Seed 4 v Seed 5 will play a quarterfinal.

Teams that finish bottom 2 in the Premiership will be relegated to Championship.

In the Championship pool, the regular season top seed will automatically advance to the Premiership pool. In the event the Championship Division regular season makes the Finals, then both Finalists will gain promotion to the Premiership pool.

If the regular season Championship pool table topper does not make the Finals, the winner of the Finals will gain promotion to the Premiership pool along with the regular season table topper.

All playoff game ground fees and umpire fees shall be the responsibility of the teams.

PRIZE DISTRIBUTION:

- Premiership League Winner \$ 1000
- Premiership League Finalist \$ 750
- Premiership Semi-Finalist \$500
- Championship League Winner \$ 1000
- Championship League Finalist \$ 750
- Championship Semi-Finalist \$500

Prizes will be distributed for individual performances.

RESULTS:

Win: 4 Points

Loss: 0 points

Abandoned due to inclement weather (or other drivers): 2 point each

4 points will be deducted from the point total of the forfeiting team for any forfeiture games

TIE BREAKER RULES:

If at the conclusion of regular season play the teams are tied on points the following tie breaker rules will be enforced:

- Head-to-Head Winner
- Net Run Rate
- Away Wins

SCORESHEETS SUBMISSION:

All games must be scored live using the CricClubs App. Paper copies may be used for scoring during the game only as a backup where there is a universal problem with respect to live scoring via CricClubs. Scoresheet could be adjusted to reflect the correct fielders no later than THURSDAY following the game. In case of a universal problem, the Winning team should update the scorecard on CricClubs before THURSDAY, failing to perform this task in its entirety, both teams will not be awarded any points. In a rainout event, the matches will result in an abandoned game, the away team must submit the partial game scoresheet through CricClubs to earn the 2 points for the draw. Failure to use the live scoring app (where there are no technical issues), will incur an automatic 1-point deduction. Teams are expected to use the app to score only when their respective team is batting. If there is only ONE official umpire during a game, the batting team representative standing as square leg umpire, CANNOT be scoring using the app.

When the fielding team is requesting the score, the scoring team (generally the batting team) is expected to communicate the same without any delays. All Home clubs are encouraged to bring a scorecard that can be updated (by the scoring team) after every over.

FEES:

All clubs are required to pay a ground fee of \$ 75 prior to the start of each game. This fee must be paid to the designated FCC Ground representative. In the event the FCC Ground representative is absent, the teams are expected to pay the umpires.

Clubs are encouraged to use Zelle / PayPal or any other type of online payment mechanisms to pay the ground representative.

1. Eaglenest	Mr. Vastiana Beckford (407 497 0600)
2. Silver Star	Mr. Sundar Raghavan (407 619 9662)
3. Palm Bay	Mr. Mo Pariag (321 961 8418)
4. Lions Cricket Field	Mr. Noble Ganardhan (407 5474 3210)
5. Avalon Park	Mr. Sundar Raghavan (407 619 9662)
6. Bartow Cricket Field	Mr. Himanshu Patadia (863 512 0572)

All clubs are required to pay the umpires the applicable fees prior to the start of each game.

The fees are:

\$ 85 per club - one umpire is present at the game

The batting team is expected to act as the square-leg umpire in this scenario. The main official umpire has the authority to overrule ANY decision made by the square leg umpire. However, the main official umpire must communicate and address the calls that he is overruling with an explanation to the square leg umpire. The square leg umpire may disagree with the main umpire's opinion / point of view, but the decision MUST be according to the main umpire's opinion.

\$ 115 per club - two umpires are present

Umpires will NOT perform the toss before collecting the following

- Match Ball (approved FCC cricket balls only)
- Playing list (approved formats only)
- Umpiring fees
- Ground fees (if applicable)

Any delays to the toss due to receiving this (by the umpires) will count against the offending team(s).

Clubs are expected to bring at least 2 older FCC balls (10 overs old and 15 overs old) along with a new ball during toss. This is done to avoid any delays when the ball gets lost in the outfield / bushes. Clubs that do not have older FCC balls, can replace the lost FCC ball with a new FCC ball, if the opponent club agrees with that approach. In the event the batting team disagrees with the use of a new FCC ball, the fielding team is expected to find the lost ball and the time taken to search the lost ball will count towards the time taken to complete their bowling innings; if after 30 minutes of searching, if the ball is not found, the game is awarded in favor of the batting team. So, clubs are requested to be always prepared with older FCC balls. This situation can also be applied to FCC ball losing shape or becoming bad during the bowling innings.

Please use the umpire feedback form to report about the quality of umpiring (good / bad) to the league & CFCUA.

All reports must be sent to the following emails

1. ops.committee.fcc@gmail.com
2. balvinus@yahoo.com (Mr. Howell, President of CFCUA)
3. 37nanan@gmail.com (Mr. Ramnanan, Vice President of CFCUA)

Clubs are expected to use only the above-mentioned methods to report about umpires as well as any of the league related issues. Using social media as a complaining platform will NOT be tolerated and could result in negative points against the offending team(s) as well as an immediate suspension from taking

part in FCC games.

PLAYER WAIVER & TEAM ROSTER:

All players must sign a waiver form to participate in this competition. Players are responsible for submitting digitally signed waiver forms with all the required details to FCC no later than the Saturday noon (12 PM) prior to Game Day. Any player found to be playing without a signed waiver will be suspended for 2 games following the game he participated in. Clubs playing with an ineligible player will lose all points for that game, the opponent will get the win (irrespective of the result), and will be subject to a penalty of \$100, which must be paid to FCC prior to their next game.

Any protests by clubs about players being picked on the scorecard, must be communicated to the umpires as soon as the protesting team is aware of this situation. Best practice is to validate the players nominated (during toss) against the club roster to check any discrepancies and communicate the same to the umpire before the first ball is bowled. (Responsibility to communicate this to the umpire(s) is on the captains). Clubs that do not report any discrepancies before the first ball is bowled, lose the option to protest the outcome of the game. However, the penalty with respect to the offending club playing an unregistered or incorrect player will still apply. In a situation where player A (unregistered) assumes the identity of player B (registered), the game could be stopped, and the umpire(s) MUST prevent the unregistered player from taking part in the game any further.

All clubs are expected to upload a picture of the representing player in CricClubs. Please have the captains / managers work with the FCC admins to complete this in an orderly fashion. Any player with no picture will NOT be allowed to compete in the tournament - The umpires will be the sole entity allowed to decide this, not the captains.

RAIN COVERS FOR PITCH:

Rain Covers: All teams designated as "HOME" teams are required to provide covers and install (when needed) for a game regardless of which ground the game is being played at. Teams failing to provide covers in a rain event will lose all points for that game. **6mil plastic covers 10ft x 100ft. In the event of a day with higher forecasted chance for a rain, the umpires can check for the availability of covers before toss and decide accordingly.**

Home team is also responsible to perform the following actions:

1. Cover the entire pitch and a few feet (approximately 17 feet) on either side of the short edge of the pitch rectangle to protect the run-up for the bowlers.
2. Bring adequate sandbags / any other tiedowns to keep the cover from flying away from the intended position.

3. Once the umpire completes the inspection, after the rain has slowed down / completely stopped, the HOME team is also responsible for removing the covers from the pitch without causing any further delays to the game - things like seepage of water into the pitch / run up during the process of removing the covers would count against the home team.

4. The umpire uses his expertise to call off a game, based on various factors like cumulative delay of the game, likelihood to future play based on a forecast and if the facility has good drainage to get a result. The umpire will use all these resources to get to a result and ONLY in the event he (or they) feels a result is impossible can he (or them) call the game off.

5. Home teams for the 10:30 AM game, are encouraged to leave the covers on even in the event of a called off morning game so that the 2:30 PM game could start and continue without any further interruptions (weather permitting).

6. Home teams that do not bring any cover, lose the game outright.

7. Home teams that bring a cover that do not adhere to the standards mentioned above, lose the game outright.

GENERAL RULES:

1. All games must be played with official white Florida Cricket Conference balls.

2. All players on the field must play in a uniform that represents the club - for example, a club may have revised its uniform over the years and if the uniform shows the club's name in similar type of design (color fading is natural) all is well. No exceptions will be made; players not in uniform cannot be on the field of play. Additionally, all batmen leg guards/pads must be colored. The Wicketkeeper is highly encouraged to wear colored pads, but in the event where he does not have them, he can wear white colored pads. No country affiliations shall be visible on the uniforms i.e., India, Pakistan, Guyana, etc. No other league affiliations shall be visible on the uniforms. Players not adhering to these conditions will not be allowed to play. The umpires will be the sole entity allowed to decide this, not the captains.

- If there is a violation with respect to uniform, the offending player will not be allowed to play the game and if the number of players in proper attire is less than 7, the offending team loses the game provided the opponent has at least 7 players in proper attire.
- Jerseys should represent the club - older format of the jersey is acceptable as well along with the newer designs.

- Generic trousers (Majority color should be consistent) are acceptable; for example, black trousers with different colored piping on the side or makers logo is acceptable - but everyone representing the playing club **MUST** have black trousers.
3. There is no player registration requirement for league regular games. However, once a player has played for a club, he cannot represent another club unless the player, or the receiving club notifies the league of a transfer.
- Transfer Rules:
 - Player transfer must take place prior to him playing the second game for the club that he planned to play for.
 - All transfers must take place before the club losing the player, plays its 5th game of the tournament.
 - Matches abandoned due to inclement weather with no result are NOT counted as games played (by the club) for this purpose.
 - The club receiving the transferred player must pay a fee of \$35 for each player transfer.
 - Any club cannot accept more than two players from any one club.
5. **Playoff eligibility:** A player must have played 4 (four) regular league games for a team to represent that team in the playoffs. For a transferred player, games for his previous team will count towards playoff eligibility; however, the player must have played at least three games for the new team. If a player is present at the game and the game is abandoned without play, that game **DOES NOT** count towards player eligibility. However, the game will count towards player eligibility if at least one over is bowled. Player eligibility will be verified by score sheets submitted.
6. **Playoff Rosters** will be validated by the league off the CricClubs database. The qualified player lists will be published ahead of the playoffs. Once the lists are published **NO CHANGES** will be made to amend player lists. It is the responsibility of the teams to make sure that all score sheets are correct with the appropriate players names.

Once scorecards are locked on Saturday following the match, no additional changes will be allowed; Manual update to scorecards & roster uploads are due no later than the Thursday following the match.

7. Each team must submit a roster of up to 13 players prior to the toss of each game. A player cannot have a dual registration. If a player is found to have dual registration, the player will belong to the team from where he plays first. There are only 2 formats that will be accepted by the umpires - both the formats are shown in Appendix D. The list (if written manually or typed) should show both the first name and last name of the player. If there is a violation, the umpire can deduct up to 4 overs from the offending team, ONLY before the toss. The umpire / captain cannot bring up this issue after the toss is completed.
8. Consumption of alcohol is not permitted on any FCC games
9. The players shall NOT carry cell phones to the playing field.
10. The Umpires will be allowed to carry cell phones to the playing field but are instructed to keep them on silent mode.
11. Teams designated as host (home) teams must set up the field as explained in the FIELD SETUP section of this document. Also, at the end of the game the home team is expected to perform the cleanup of the used items (Stumps, Bails, Chalk, Inner Circle cones & Boundary Flags) off the field as well.
12. Following players are required to wear a helmet:
 - Both Batsmen (always)
 - Wicket keeper when standing up to the stumps
 - Fielding positions close to the facing batsmen, umpires will enforce this safety standard.
13. Shake Hands / Fist Bumps between the 2 playing teams are mandatory after the game. Both clubs are expected to line up and shake hands or bump fists after the game, umpire(s) will be monitoring the same and will report if there are any violations. The offending club(s) will get negative 5 points and \$100.00 in fine. Umpires are only expected to monitor and report and are NOT expected to force this event. There are too many misunderstandings that are happening in the form of “sledging” and this act is being introduced as a necessary thing to nip

things in the bud so that things do not escalate any further. In the event of a canceled game (due to rain), this requirement will be waived, and umpires & players are expected to return home safely instead of attempting to complete this in dangerous conditions.

MATCH RULES:

1. All games shall start at times designated on the league schedule. Coin toss must occur fifteen minutes prior (For example: 9:45am) to game start time (For example: 10:00am).
2. Each match will consist of 35 overs.
3. There will be a one over penalty for each five minutes for a team failing to be ready with a minimum seven players at the scheduled time of COIN TOSS at 9:45am. Umpires will deduct overs from coin toss time NOT start time.
4. There can be up to 13 players in each team. A minimum of 7 players in playing uniform are required from each team to start a game. A team roster must be submitted to the umpires prior to coin toss. All players included in the roster must be listed in the batting list in the score sheet whether they batted or not. Rosters can be updated after toss, but the update must happen before the first ball of the match is bowled, after that NO updates to the roster will be allowed.
5. Each batting side may bat any 11 players from the 13-player roster. The league recommends that each team have at least 3 batsmen always padded up in the dugout to limit delay in play. As soon as an out is registered, the new batsman can take only a maximum of 90 seconds to get into the field and be ready to face the next ball from the bowler. Ideally the outgoing batsman and the incoming batsman must be able to punch gloves in the outfield to avoid any unwanted delays to the game. Any delays with respect to the new batsman getting ready could result in a Timed Out if the fielding team were to make an appeal.
6. There will be a **5-minute** break at the midpoint (Umpire will decide if it is after the 17th over or after the 18th over) and an Innings break that will be **15 minutes** between innings but can be shortened at the umpire's discretion on weather interrupted matches.
7. A match is "official" if both teams can bat a minimum of 14 overs. No Result applies when the team batting second was not able to bat a minimum of 14 overs, due to weather conditions or other extraordinary circumstances.
8. If a game is interrupted (a game that has started already) due to inclement weather, umpires will be the only authority with respect to the possibility of completing the game. The umpire will use his experience, weather

forecasts, the time taken by the home team to put the covers in place before the rain and the draining capability of the field to make this call. The umpire's call is final.

9. If the start time of the game is interrupted, the umpires may reduce the numbers of overs, powerplay overs, and max overs per bowler at their discretion. The umpire will take into consideration his experience at that field, weather forecasts, the time taken by the home team to put the covers in place (The expectation from the home teams is to put the covers as soon as they show up in case of morning showers before the toss) and the draining capability of the field to make this call. The umpire's call is final.
10. If a game is interrupted during the first innings, the team batting first must play a minimum of 14 overs. Umpires can reduce the overs of the team batting second and adjust the target score based on the run-rate of the first innings. However, the number of overs in the second innings cannot be reduced to less than 14 overs.
11. CricClubs has a DL par chart - during rain interrupted games, clubs are expected to share the DL par scores appropriately. The umpire will NOT help with these calculations. Two competing clubs are expected to agree on the par scores and communicate the same to the umpire.
12. In the event of a tie match after the allotted overs, the teams shall compete in a super over to determine the winner. Refer to Appendix B.
13. No bowler shall bowl more than 7 overs in a normal innings of 35 overs a side. (Super Over is not included in this limit)
14. Wides - A penalty of one run for a wide plus any runs scored from the delivery. Any delivery that pitches outside the leg stump and continues to stay outside the leg stump shall be called a wide. If the ball pitches in line with any of the 3 stumps (or even outside the off side of the off stump) and if the ball goes down the leg side and the batsman shuffles to avoid contacting the ball, that ball cannot be called a Wide, as the batsman had a chance to play the ball and chose not to play it. Any shuffling / reserve stances / switch stances - the wide line moves with the batsman and the umpire will use his best judgement to call the wide or not, if he feels the bowler gave the batsman a fair enough chance to play the ball.
15. A bowler bowling with his hat / sunglasses or any other object in his possession and if he happens to drop that object during the act of delivering the ball, the umpire will declare the ball as a no-ball. The bowler has a choice to leave these objects a few feet directly behind the

umpire while bowling his over. The umpire is NOT expected to carry these objects to avoid any transmission of any viruses. If the bowler insists on bowling with these objects (hat / sunglasses etc) he is understanding the risks involved with such an act. If a live ball happens to meet the bowler's objects that he has left behind the umpire, there will be no penalty runs awarded to the batting team.

16. Free-hit No Ball - ALL NO BALLS WILL RESULT IN A FREE HIT

17. Only one delivery per over is allowed over shoulder height and below head height of the player standing in an upright position. A second delivery over shoulder height will be called a no-ball. Any delivery over the head height shall be called a wide & will count towards the one allowed short-pitched delivery for that over.

18. Bowling full (non-pitched) deliveries

(a) Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is unfair. Whenever such a delivery is bowled, the umpire shall call and signal No ball.

(b) The bowling of a delivery as defined in (a) is also dangerous if the bowler's end umpire considers that there is a risk of injury to the striker. In making that judgement the umpire shall:

- disregard any protective equipment worn by the striker

- be mindful of:

 - the speed, height, and direction of the delivery the skill of the striker

 - the repeated nature of such deliveries.

(c) If the umpire considers a non-pitching delivery, or a series of non-pitching deliveries, to be dangerous under (b), when the ball is dead, the umpire shall repeat the No ball signal to the scorers and then caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batters of what has occurred. This caution shall apply to that bowler throughout the innings.

(d) Should there be any further dangerous such delivery by the same bowler in that innings, the umpire shall call and signal No ball. When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling inform the other umpire for the reason for this action. The bowler thus suspended shall not be allowed to bowl again in

that innings.

(e) If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

(f) Additionally, the umpire shall inform the batters and, as soon as practicable, the captain of the batting side.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to CFCUA and FCC Operations Team, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

(g) The warning and action sequences in (c) and (d) are independent of those with respect to bowling dangerous short-pitched deliveries.

(h) If the umpire considers that a bowler deliberately bowled a non-pitching delivery, deemed to be unfair as defined in (a), then the caution and warning in (c) shall be dispensed with. The umpire shall immediately call and signal No ball.

When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. Inform the batters and, as soon as practicable, the captain of the batting side.

The umpires together shall report the occurrence as soon as possible after the match to CFCUA & FCC Operations Team, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

19. Fielding Restrictions:

	Overs	Number of Fielders
Power Play One	1 - 8	2 fielders maximum outside the 30 yards circle
Power Play Two	9 - 30	5 fielders maximum outside the 30 yards circle*
Power Play Three	31 - 35	4 fielders maximum outside the 30 yards circle*

* - provided the fielding team satisfies the requirement of having at least 6 fielders inside the 30 yards circle, starting from the 9th over.

20. During a scenario where rain reduces the number of overs for a game, a proportional adjustment will be made by the umpires with respect to Power Play overs as well as maximum number of overs a bowler could bowl during that innings.

21. A minimum of 4 fielders (other than the bowler and the wicket keeper) should be inside the 30-yard circle after the first power play is completed for the rest of the inning.

22. In the event where the fielding team has only 7 players, they can still field 2 outside the 30-yard circle during power play one and will have to field 4 fielders inside the 30-yard circle after the end of power play one.

23. During a scenario where rain reduces the number of overs for a game, a proportional adjustment will be made by the umpires with respect to Power Play overs & the maximum number of overs a player could bowl.

24. Each team has 3 hours to complete 35 overs (a bit more than 5 Minutes per over and additional minutes for breaks and other unexpected delays to the game, at (or before) the 180th minute mark the bowling team should have started to bowl the 35th over) - any delays caused by the fielding team or the batting team - the umpire will apply Laws 41.9 and / or 41.10 accordingly. In the event where the number of overs is reduced, the teams are expected to maintain the same over rate to complete the game in a timely manner. Failure to do the same gives the umpire to apply laws 41.9 and / or 41.10 as they see fit. Umpires are expected to inform the teams to pick up their speed (as they see fit) and when such warning are ignored only then can they apply laws 41.9 and / or 41.10 as they see fit (Umpires are NOT expected to surprise the teams with the news of such

a penalty). Umpires can make the following adjustments if required to speed up the game

- Play the game from one end only (end to be picked by the batting team in case the bowling team is causing the delay; or by the bowling team if the delay is caused by the batting team; in case both are at fault, the umpires determine the end)
- Reduce the mid innings break to be shorter.
- Water break to be decided by the umpire - could be taken at the end of 17th over or 18th over; Water break to be mandatory even if the bowling and / or batting team(s) delay the game by not keeping up with the over-rate.

25. In a scenario where a team starts the game with 7 players and ONE of their 7, gets injured and cannot field / bat, the game should still be completed until the team with the smaller number of players decides to forfeit the game.

26. A batsman may retire at any time during his innings when the ball is dead. The umpires, before allowing play to proceed, shall be informed of the reason for a batsman retiring.

27. If a batsman retires because of illness, injury, or any other unavoidable cause, that batsman is entitled to resume his innings. If for any reason this (retired batsman coming back to bat) does not happen, that batsman is to be recorded as 'Retired - not out'.

28. If a batsman retires for any reason other than as in clause 26, the innings of that batsman may be resumed only with the consent of the opposing captain. If for any reason his innings is not resumed, that batsman is to be recorded as 'Retired - out'.

29. If after retiring a batsman resumes his innings, subject to the requirements of clauses 27 and 28, it shall be only at the fall of a wicket or the retirement of another batsman.

30. If a batting team loses all its wickets, and if there are overs (or balls) to be bowled by the bowling team, and if the retired-not out batsmen cannot come back to bat, the batting team would be considered to have lost all its wickets. Clubs are expected to update the scorecard accordingly, to have the correct Net Run Rate calculated.

31. Runners (The practice of using a bye-runner, where a player from the batting team is allowed to run for an injured batsman) shall NOT be permitted.

32. Use of mobile phones on the field by any player - The playing conditions clearly state that mobile phones should NOT be used (or even brought into the field of play). If the main umpire observes a violation, at first instance it is a warning, and second instance is a 5 runs penalty and third instance would mean ejecting the player (or players) from the game (with no substitutions).

33. Video Recording of FCC games: With video analytics and video analysis becoming popular a few teams are video recording their games and, in the process, bringing Mobile Phones in to the field of play. Creating videos to make posts on social media and YouTube is a good thing to promote Cricket, but this must be done in a safe manner.

34. No mobile phone-based recordings inside the field of play.

35. All video recordings should happen from outside the field of play, irrespective of the type of recording device (mobile phones - in silent mode OR non-mobile phone-based video cameras)

36. Any non-mobile phone-based recording (GoPro / Regular video cameras) could be done (in the field of play) provided the equipment does not bother the fielding / batting teams.

37. Any violations of the above-mentioned guidelines would result in applicable penalties - first instance it is a warning, and second instance is a 5 runs penalty and third instance would mean ejecting the player (or players) from the game (with no substitutions). If a player who got out already stands at square leg as an official and is observed using a mobile phone to record the game, the batting teams gets penalized 5 runs for every ball of violation.

38. Players will not be allowed to play with shoes with metal spikes in any FCC games when they are trying to bowl or bat on FCC pitches. Use of shoes with metal spikes is allowed only in situations where the player is fielding and does not walk / run into the pitch. The reason for this update is that most of FCC pitches are controlled by the City / County officials and they are observing the carpet getting damaged due to the use of metal spikes. The umpire will have the authority to stop a player from playing with these shoes to prevent any damage to the pitch.

~~39. In the event a wicket falls due to a catch, and during the process of this catch being taken, if the batters switch ends, the new batsman will still be on Strike (provided the wicket is not registered during the last ball of the over) — this is a change suggested by MCC for an update in October 2022, but FCC and its Captains have agreed to make this as a playing~~

~~condition for the T20 Tournament; once this act comes to law, this playing condition will be removed. (Removing this as this is now the general practice, but leaving it in here for one another tournament)~~

40. A player cannot join past the half time of the game, during the half time, the umpire will perform an audit of which players were physically present during the game. If a batsman, decides to retire & leave the field after batting in the first innings it is the duty of the batsman and the captain to inform about this player to the umpire, so that he makes it to the list.

41. Umpires will make a list of all the players that were physically present at the game during the half time of the game, and it is the responsibility of the winning captain to upload this list to CricClubs scorecard. Failure to upload this will result in 1 negative point. Appendix E has a sample of such a list - Umpires will bring their own copies of these lists to the game. Umpires should be the ones to complete this and they cannot request the captains to complete these duties.

42. At toss time, before the toss, the visiting team must bring up the issue with respect to the outfield boundaries (being too small or long) to the umpires. If the umpire feels the visiting team captain has a fair argument, then he can instruct the home team to fix the boundaries accordingly before the toss. If the home team delays too much, it will count against them, and the umpire will use his authority to determine applicable penalties. Any issues with respect to the boundary size must be brought up before the toss and not after the toss.

43. The boundary set up must happen with proper 1-foot-tall flags and cannot be completed with smaller flags and flat cones. Any home club in violation will lose their game before toss.

SUBSTITUTIONS/REPLACEMENTS:

The fielding team will be allowed to make unlimited replacements ONLY from their 13-player roster. The replacement player can bowl at any time. Player replacement can occur at the fall of a wicket or at the conclusion of an over or in case of an injury to a player from the fielding team. Umpires MUST be notified of all replacements.

ABANDONED MATCHES (INCLEMENT WEATHER):

1. When a match is abandoned due to inclement weather and no ball is bowled, both teams are required to pay half the umpire's fee and half the

- ground fee.
2. Regular Season abandoned games due to inclement weather will NOT be replayed unless every single game scheduled for that week does not yield a result.
 3. All Playoff games, including semifinal and final abandoned due to inclement weather will be rescheduled until a result is obtained.

CONCEDING MATCHES:

1. Any club unable to field a team or forfeit an FCC scheduled game on three (3) occasions during a single competition will be dropped from the competition.
2. For clubs dropping out of the tournament, all games previously played by that club during the competition will remain on the points table. All future games for that club will be forfeited and the opposing team will be awarded points for the win.
3. Individual statistics for games involved against such clubs will remain on record.
4. Any club intending to miss an FCC scheduled game, is required to inform the opposing club and the FCC Executive Committee, by noon on Saturday (by 9 PM on Friday, in case of Saturday Evening / Night games). The opponents in this case would be awarded the full four (4) points and their roster of 13 players will be given a match credit towards playoff player qualification.
5. Any team failing to inform the opposing club and the FCC Executive Committee by the above deadline about their inability to play or if the minimum number of players fail to report at the ground, resulting in forfeiture of a match, that team shall not only be awarded zero points but shall also be penalized \$200, to take care of ground fees, umpiring and other administrative costs. The opponents in this case would be awarded the full four (4) points and their roster of 13 players will be given a match credit towards playoff player qualification. The fine needs to be paid to the FCC being allowed to play the next scheduled FCC match.

DISCIPLINE:

1. Any FCC player who willfully disregards the decision of the umpires or who creates, encourages, or participates in any disturbance on the field of play, the umpire shall execute MCC laws 41 and 42. The player's conduct must be reported to the FCC Executive Committee. The report shall be made by the umpires, the captain of the clubs, or any member of the FCC Executive body. Each report shall be accompanied by a detailed statement of the charge. All

reports must be sent to fccflorida.cricket@gmail.com. Concurrently, FCC league commissioner must be notified that a report has been filed.

2. The Executive Committee shall deal with the charges within five (5) days of receipt of the complaint after hearing from the players or players involved.
3. The Executive Committee will make the final decision of actions taken which will be emailed to the individual player or players involved, the club or clubs represented by the player or players.
4. All umpires must file a written report of any misconduct by players. All reports must be sent to fccflorida.cricket@gmail.com
5. All teams (both home & visitor) playing at any location are responsible for cleaning their respective fields after every game. The umpires will review the condition of the field after the completion of every game. If empty bottles are reported to be lying around after the game, both teams involved could get penalized 5 points & will have to pay a fine of \$200.00 to FCC before starting their next scheduled game. FCC is getting reports about teams littering the public parks and hence this measure. Umpires that report these violations with proper evidence (pictures), will get half the fine (\$100). There are very few places to play cricket, and this kind of lack of discipline will force the parks to prevent the sport from happening and hence this measure.
6. The umpires' decisions are final. Any vilifications or abuse of the umpire, by knocking down the wicket, throwing of pads, bat or gloves, refusal to leave the playing field, persistent intimidation, or physical contact etc. on or off the field of play, will be subject to the suspension of player or players by the FCC Operations Committee. In the instance of such violation, the umpire shall execute MCC laws #41 and #42 on the field of play. Addition to this, the umpire will have the authority to call the game against the team that is engaging in such conduct and end the game as and when the event occurs. Depending on the severity of the incident the umpire can use his discretion to complete the game with a strong warning. There will be no appeal process to allow the suspended player from taking part in the tournament. Short message: behave appropriately when you are on the cricket field.

BALL MANAGEMENT:

1. Use of sweat to clean and shine the ball will be allowed.
2. No substances will be allowed to be used on the cricket balls and that includes Spit.
3. Any player guilty of such practice (using spit to clean the ball), the entire TEAM is given a first warning. Any repetition of such practice, by any player

in the team, will result in a 5 runs penalty against the fielding team. A third instance of such a practice will result in the player being removed from the game. If a team is bowling first, the offending player cannot come back to bat and the fielding team starts their batting innings at 0 runs with a loss of 1 wicket (or how many ever fielders that get removed from the game due to this infraction).

4. At all instances (where spit or some other banned substance is used to clean / shine the ball), the ball must be replaced by the offending team. In the event where the bowling team does not have a similar older ball, the ball **MUST** be sanitized before being used. Teams are also encouraged to bring sanitizers to clean the ball.
5. Any time delays happening due to these poor ball management will count against the fielding team.
6. Teams are always encouraged to carry a towel with them and assign a fielder to clean the ball.
7. The process of cleaning / replacing the playing cricket ball **MUST** always happen under the guidance of the Umpire(s).

FIELD MANAGEMENT / CLEANLINESS:

Teams are expected to clean up their trash and remove all empty / half used water bottles in an orderly fashion after the game. The umpires are expected to inspect the field after every game and report accordingly. Any team / teams found to be in violation will be penalized 5 points and will have to pay the league \$200.00 to continue further in the tournament. Umpires are expected to inspect after every game in case of a double header in the same location on that Sunday.

FIELD SETUP:

Home teams are expected to bring their own covers as explained in the **RAIN COVERS FOR PITCH** section of this document. None of these fields will provide a cover to any of the clubs. Please look at the forecast and if you are the assigned HOME team, please plan accordingly. All clubs that DO NOT have a HOME field that they are responsible to manage, are expected to bring a set of Stumps, Bails, Flat Cones (for inner 30-yard circle), Flags for boundaries, Measuring Tape, Chalk & Trash Bags during all their games, this will enable an option to conduct the game without any delays in the event the field representative fails to show up.

Silver Star Bowl:

Silver Star Bowl Address: 2801 N Apopka Vineland Rd, Orlando, FL 32818

This is a manned public park that FCC rents from Orange County to play Cricket. They have a very strict - no alcohol policy so please do not consume any alcoholic beverages when you play at this park. Also do not park your vehicles in the grass area by the pavilion and use ONLY the designated parking areas.

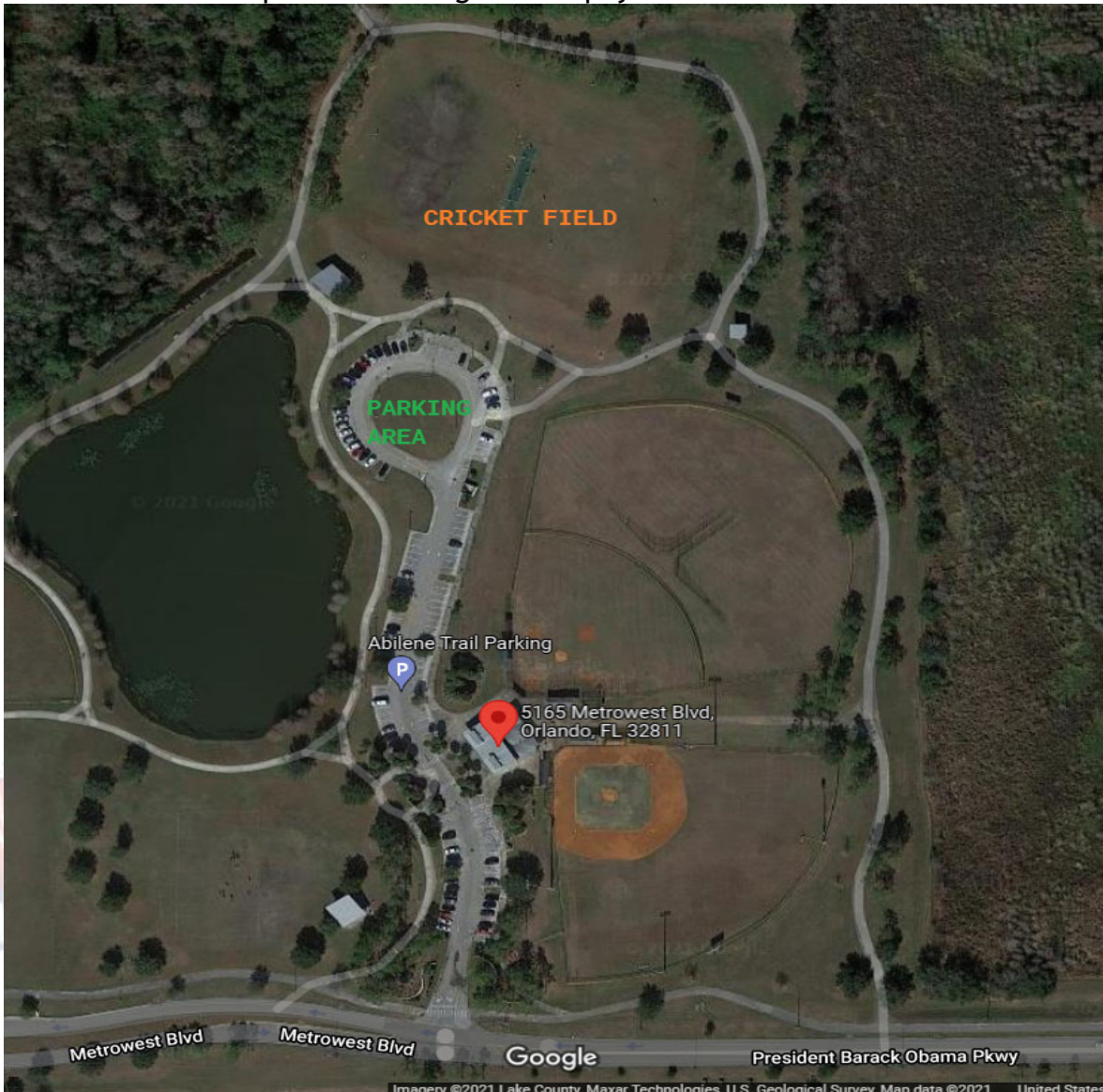


Eaglenest Cricket Oval:

Eaglenest Cricket Oval Address: 5165 Metrowest Blvd, Orlando, FL 32811

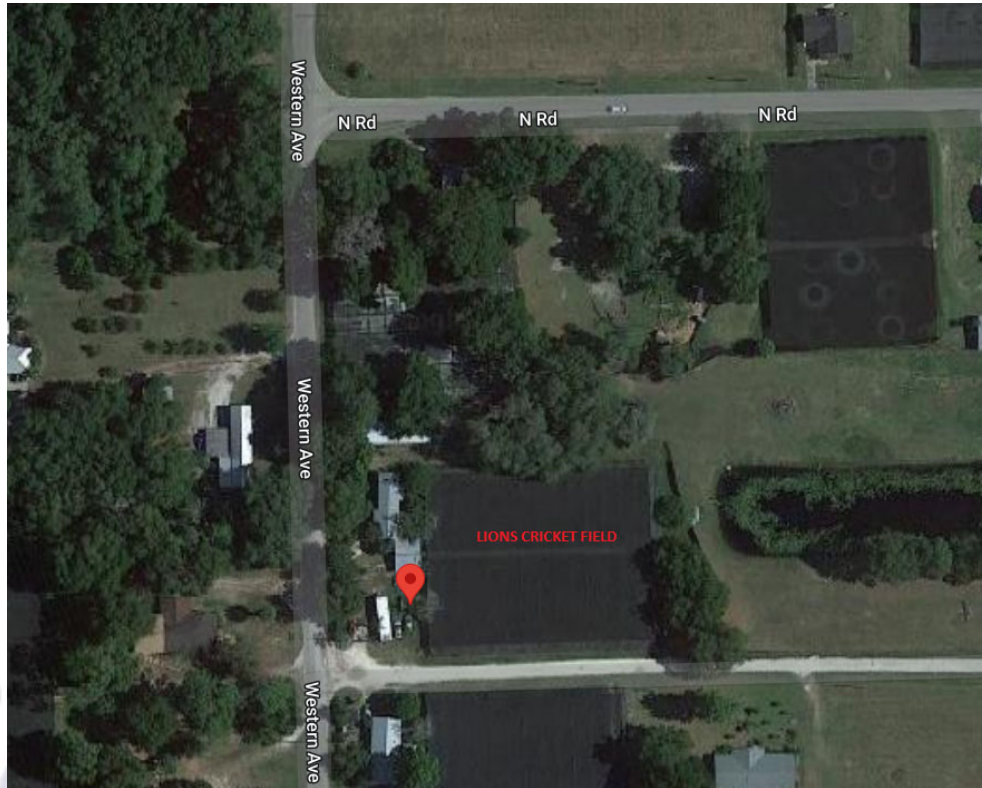
If Orlando Cricket Club is not playing a game at this location, a representative from the Club will be there at the field and will provide all the required items to set up the field (Stumps, Bails, Flat Cones, Chalk, Flags for boundaries). After playing the game the home team is expected to collect the above-mentioned items and return the same to the representative from the Club. Both teams playing at

this location are expected to bring cash to pay Orlando Cricket Club.



Lions Cricket Field:

Lions Cricket Field Address: 445 Western Ave, Pierson, FL 32180



Judge Alli B Majeed Cricket Complex:

Judge Alli B Majeed Cricket Complex Address: 1951 Malabar Rd, Palm Bay, FL 32907

If Palm Bay Cricket Club is not playing a game at this location, a representative from the Club will be there at the field and will provide all the required items to set up the field (Stumps, Bails, Flat Cones, Chalk, Flags for boundaries). After playing the game the home team is expected to collect the above-mentioned items and return the same to the representative from the Club. Both teams playing at this location are expected to bring cash to pay Palm Bay Cricket Club.



APPENDIX B:

Procedure for the Super Over:

1. Each side bats for six balls under the restrictions same as the final over in a normal game.
2. The team that bats second in the match will bat first in the Super Over.
3. Each side must decide on which three players will bat, meaning that the loss of two wickets ends the Super Over.
4. The chosen three batsmen cannot bowl in the super over.
5. If the scores are tied in the super over, another Super Over will be played until a winner is determined. The team that chased in the first super over, will now set the score to be chased in the second super over.

APPENDIX C:

Guidelines for moving games based on poor condition of any fields:

1. If any FCC field is available & is in a condition to play a game, FCC will reschedule the games to those locations.
2. Start times along with the location may change.
3. Teams that cannot put a team together due to the change in location, will forfeit their game, but will not lose 4 points, since this move is a last minute one. In this scenario the team's opponent will get 4 points for the win.
4. All communications with respect to location changes will happen on Saturday or earlier.
5. Teams are expected to be ready to accommodate this last-minute change in location.

APPENDIX D:

FLORIDA CRICKET CONFERENCE

UMPIRE COPY

Team Name		Date	
#	Player Name (First and Last)		
1		Captain	
2		Vice Captain	
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			

OPPONENT COPY

Team Name		Date	
#	Player Name (First and Last)		
1		Captain	
2		Vice Captain	
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			

FCCUA Umpire Sign		FCCUA Umpire Print	
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Option 2:

Sunday **21** Mar 2021 11:00 Am



Clermont CC v **Orlando CC**

F @ Silver Star Winter Challenge 35 Umpire: Garry Johnson, Sundar Raghavan SeriesName : 2020/2021



Admin Actions ▾

Use one of these arrows to print your roster from CricClubs

The use the check boxes to represent your playing team and submit 2 copies - 1 to the umpire and the other to the opponent captain during toss.

Print

Florida Cricket Conference Orlando CC - Roster


















 vs 

Clermont CC vs **Orlando CC**

Schedule : Sunday 28 Mar 2021 11:00 AM

Match Type: F **Ground:** Silver Star

Umpire(s) : Garry Johnson & Sundar Raghavan

1	 Adrian Thompson	<input type="checkbox"/>	11	 Jamel Morgan	<input type="checkbox"/>
2	 Andre Mitchell	<input type="checkbox"/>	12	 Jermiah Rhoden	<input type="checkbox"/>
3	 Brian Coombs	<input type="checkbox"/>	13	 Larry Charlery	<input type="checkbox"/>
4	 Christian Herrera	<input type="checkbox"/>	14	 Nathan Stanislas	<input type="checkbox"/>
5	 Conroy Jacobs	<input type="checkbox"/>	15	 Omar Whynter	<input type="checkbox"/>
6	 Demarr Pinnock	<input type="checkbox"/>	16	 Oneil Hylton	<input type="checkbox"/>
7	 Devindra Maharaj	<input type="checkbox"/>	17	 Ordane Hutchinson	<input type="checkbox"/>
8	 Donald Clarke	<input type="checkbox"/>	18	 Ramone Medwinter	<input type="checkbox"/>
9	 Gawayne Vassell	<input type="checkbox"/>	19	 Robert Henriques	<input type="checkbox"/>
10	 Imran Khan	<input type="checkbox"/>	20	 Shabaka Mathlin	<input type="checkbox"/>
1		<input type="checkbox"/>	6		<input type="checkbox"/>
2		<input type="checkbox"/>	7		<input type="checkbox"/>
3		<input type="checkbox"/>	8		<input type="checkbox"/>
4		<input type="checkbox"/>	9		<input type="checkbox"/>
5		<input type="checkbox"/>	10		<input type="checkbox"/>

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APPENDIX E:

UMPIRE REPORT CARD

Match Result: _____

Mid Innings Break Time & Score: _____

Mid Innings Break Time & Score: _____

End of First Innings Time & Score: _____

End of Match Time & Score: _____

Toss Time: _____ Toss Result: _____ Umpire: _____

Match Between: _____ and _____

Date: _____ Location: _____ Match Start Time: _____



Match Notes:

	ORLANDO OFFICE	BRADENTON OFFICE
	THE RAM LAW FIRM PA <small>IMMIGRATION ATTORNEYS</small>	<i>Goldman & Loughlin</i>
	5812 South Semoran Boulevard Orlando, Florida 32822	435 12th Street West Bradenton, Florida 34205
	Map & Directions ↗ (407) 270-9554 info@ramimmigrationlaw.com	Map & Directons ↗ (941) 773-1523 info@ramimmigrationlaw.com

#	Bowler Name	1	2	3	4	5	6	Total score at the end of over			Fall of Wickets			
								1	14	27	#	Time	Score	Bowler
1								1	14	27				
2								2	15	28				
3								3	16	29				
4								4	17	30				
5								5	18	31				
6								6	19	32				
7								7	20	33				
8								8	21	34				
9								9	22	35				
10								10	23	36				
11								11	24	37				
12								12	25	38				
13								13	26	39				



#	Bowler Name	1	2	3	4	5	6	Total score at the end of over			Fall of Wickets			
								1	14	27	#	Time	Score	Bowler
1								1	14	27				
2								2	15	28				
3								3	16	29				
4								4	17	30				
5								5	18	31				
6								6	19	32				
7								7	20	33				
8								8	21	34				
9								9	22	35				
10								10	23	36				
11								11	24	37				
12								12	25	38				
13								13	26	39				

This sheet filled in for your game must be uploaded & attached to that game's scorecard on CricClubs, failure to do the same will incur a 1-point deduction for the winning team.