

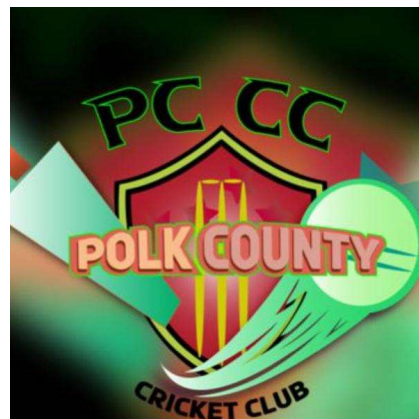
# CRICKET ORLANDO

## 2023 Memorial Day Tournament

### PLAYING CONDITIONS

*Version 2023.05.25*

Cricket  
O R L A N D O



MCC Laws governing except where otherwise stated in these playing conditions. The league games will be played in accordance with the MCC 2022 Laws of Cricket and more importantly the spirit of the Game. Cricket Orlando management reserves the sole right to make decisions and take actions against any clubs that violate the laws of cricket and spirit of the game. Cricket Orlando management reserves the right to interpret and implement playing conditions and add clarification to the same during the tournament.

The Cricket Orlando management will be the final authority of all cricketing matters. All club members having read these playing conditions agree to be bound by them and recognize the Cricket Orlando management as the final arbitrator in all matters.

**FORMAT:**

Clubs will be divided into two pools (Group Poinciana & Group Waverly). All matches will be 15 overs, played in colored (Uniforms where the color white is the major portion will not be allowed) clothing and with approved white balls.

Group Poinciana	Group Waverly
1. Poinciana Phoenix	1. Polk County Cricket Club
2. 22 Yards Cricket Club	2. Orlando Stars Cricket Club
3. Swat Zalmi Cricket Club	3. Sr. Croix Masters Cricket Club

The top two teams (based on rankings at the end of the round robin) in each pool will advance to the playoffs.

**RESULTS:**

**Win:** 2 Points

**Loss:** 0 points

**Abandoned due to inclement weather (or other drivers):** 1 point each

### **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:

- Net Run Rate
- Head-to-Head Winner
- Number of Wins
- Win Percentage

### **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 technical problem with respect to live scoring via CricClubs. Online scorecard could be adjusted to reflect the correct fielders. In case of a universal technical problem, please reach out to the organizers who would be available in the field. Failure to use the live scoring app (where there are no technical issues), will incur an automatic 2-points 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.

### **PLAYER WAIVER & TEAM ROSTER:**

All players must sign a NEW COVID-19 player waiver form to participate in this competition. Teams are responsible for submitting signed waiver forms of their players and team roster to Cricket Orlando no later than Friday (5/26/2023) 4 PM prior to Game Day. Any player found to be playing without a signed waiver will be suspended for the entire tournament. Teams playing with an ineligible player will lose all points for that game.

### **RAIN COVERS FOR PITCH:**

Rain Covers & Sandbags will be available at both the venues.

Both playing clubs are 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. Use the sandbags 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, both the clubs are 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 delay the game further.
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. Clubs that do not attempt to cover properly, will lose 2 points each.

### GENERAL RULES:

1. All games must be played with official white balls - umpire to provide these when clubs get ready to bowl.
2. All players on the field must comply with the following:
  - play in a colored uniform - no whites allowed.
  - do not play wearing shorts.
  - Do not walk / run on the pitch wearing metal spikes - wearing metal spikes while fielding is allowed, but not when you are bowling, batting or wicket keeping or run into the pitch to catch or field the ball.
3. All player registration to be completed by 4 PM on Friday (5/26/2023) - Online waiver to be used to complete registration.
4. Link for registration:  
<https://waiver.smartwaiver.com/w/thjy6lgdd9rsjst8beyu/web/>
5. Link for validation (if a player has registered or not):  
[2023 Memorial Day Tournament - Cricket Orlando: Team List - Polk County \(FL\) Tournaments \(cricclubs.com\)](https://www.cricclubs.com/tournaments/2023-Memorial-Day-Tournament-Cricket-Orlando-Team-List-Polk-County-FL-Tournaments)
6. **Playoff eligibility: A player must have played 1 (one) round robin game for a team to represent that team in the playoffs.**
7. **Playoff Rosters will be validated by the admin of the CricClubs application - by Saturday night, the rosters will be trimmed to include only those who are eligible.**
8. Each club must submit a roster of up to 13 players prior to the toss of each game. Full Names (first and last name) must be clearly typed or written in a piece of paper and handed to the umpires (2 copies). One will be handled by the umpires and the other to the batting team to help them with the scoring. Please see Appendix C.
9. Consumption of alcohol is not permitted during any of these games.
10. Neither the players nor the umpires shall carry cell phones on the playing field.
11. **Following players are required to wear a helmet:**
  - Both Batsmen (optional; umpire could intervene and suggest to keep

things safe)

- Wicket keeper MUST wear when standing up to the stumps
- Fielding positions MUST when close to the striker, umpires will enforce this safety standard.

#### **MATCH RULES:**

1. Each match will consist of 15 overs.
2. All games shall start at times designated on the league schedule. Coin toss must occur fifteen minutes prior (for example: 9:15am) to game start time of 9:30am.
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. 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. Rosters can be updated 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 management 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-minutes (on the playing field) break after the 8th 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 6 overs. No Result applies when the team batting second was not able to bat a minimum of 6 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 10 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 6 overs.
11. 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. Umpires will deduct overs from coin toss time NOT start time.
12. The team scoring the most runs in its allotted overs will be the winner. If the team batting second completes 6 or more overs but not its full allocation of overs, then the winner will be the one with the better Net Run-Rate during that match. DLS method and other complicated run rate calculations will not be used.
13. 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 A.
14. No bowler shall bowl more than 3 overs in an innings of 15 overs. Umpires will make appropriate adjustments in case the game gets reduced with respect to number of overs for each inning.
15. 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.
16. 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 COVID or any other 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 hit the bowler's objects that he has left behind the umpire, there will be no penalty runs awarded to the batting team.
17. Free-hit No Ball - ALL NO BALLS WILL RESULT IN A FREE HIT

18. 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.
19. Any full toss delivery that is above the batsman's waist in a normal batting stance and when the batter is batting from the crease; will be considered as a NO-Ball. The umpire will determine the intent of the bowler. If the umpire decides the act was intentional by the bowler to hurt the batter, he can prevent the bowler from bowling any further during the innings.
20. **Fielding Restrictions: A maximum of 2 players are allowed outside the 30-yard circle during the first 4 overs of any normal inning - Power Play.**
21. 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.
22. A minimum of 4 fielders (other than the bowler and the wicket keeper) should be inside the 30-yard circle after the power play is completed for the rest of the inning.
23. In the event where the fielding team has only 7 players, they can still field 2 outside the 30-yard circle during power play and will have to field 4 fielders inside the 30-yard circle after the power play.
24. 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.
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 27, 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.
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, even if the opponent captain / management agrees to this flexibility.
32. Use of mobile phones on the field by umpires (Official Ones) as well as batting team players that act as square leg umpires AND by players from the fielding side and batsmen - 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 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.
  - No mobile phone-based recordings inside the field of play.
  - 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)
  - 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.

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.

34. 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).
35. 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.
36. 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 hand it over to the admin on the field. Failure to hand over this list will result in 1 negative point. Appendix B has a sample of such a list - Umpires will bring their own copies of these lists to the game.

#### **SUBSTITUTIONS/REPLACEMENTS:**

1. 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.

#### **DISCIPLINE:**

1. Any 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 Cricket Orlando management committee. The report shall be made by the umpires, the captain of the clubs, or any member of the Cricket Orlando management committee. Each report shall be accompanied by a detailed statement of the charge.
2. The Cricket Orlando management Committee shall deal with the charges after hearing from the player or players involved.
3. The Cricket Orlando management Committee will make the final decision of actions taken which will be communicated to the individual player or players involved, the club or clubs represented by the player or players.
4. 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 2 points & will have to pay a fine of \$200.00 to Cricket Orlando before starting their next scheduled game.
5. 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 Cricket Orlando management

Committee. In the instance of such violation, the umpire shall execute MCC laws #41 and #42 on the field of play.

#### **BALL MANAGEMENT:**

1. Sweat is ok to use to shine the ball. Spit will not be allowed.
2. Any player guilty of such practice, 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).
3. Any time delays happening due to these poor ball management will count against the fielding team.
4. Teams are REQUIRED to carry a towel with them and assign a fielder or a set of fielders to clean the ball.
5. The process of sanitizing / replacing the playing cricket ball MUST always happen under the guidance of the Umpire(s).

#### **FIELD MANAGEMENT / CLEANLINESS:**

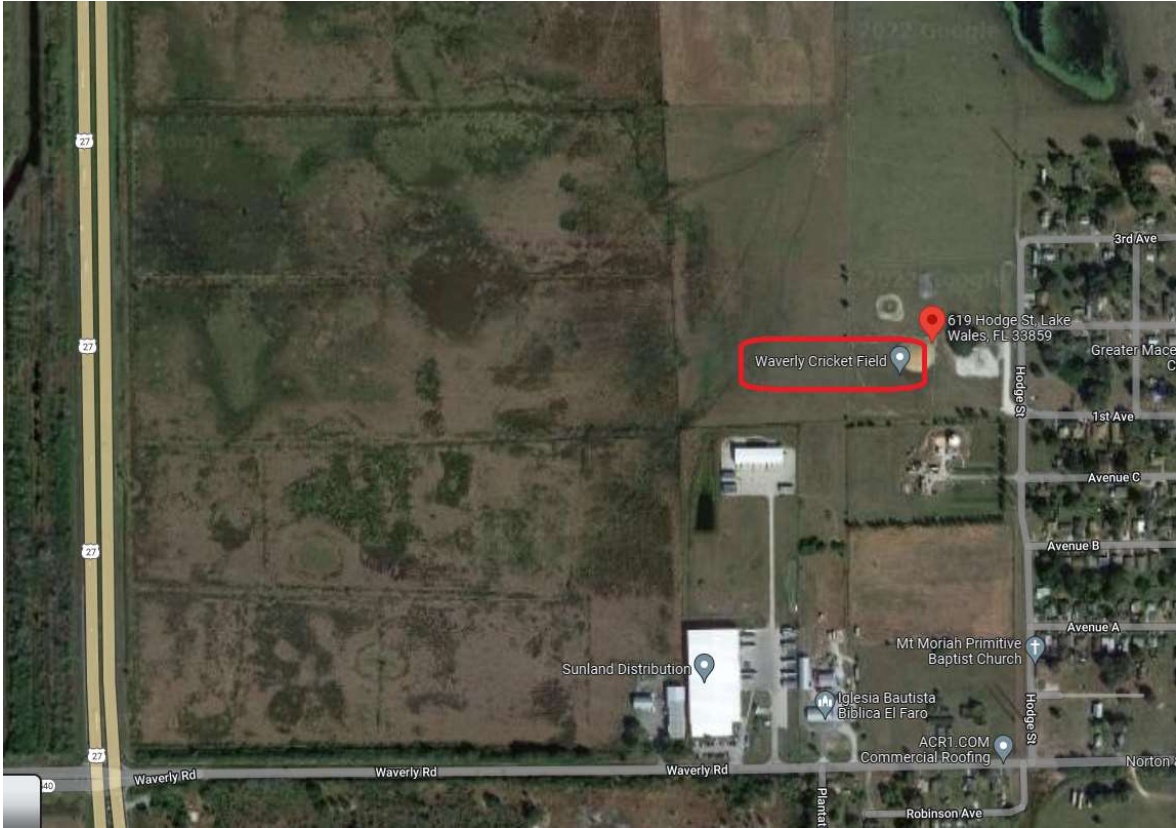
Teams are expected to clean up their trash and remove all empty / half used water bottles in an orderly fashion after the game. The umpires are expected to inspect the field after every game and report accordingly. Any team / teams found to be in violation will be penalized 2 points and will have to pay \$200.00 to continue further in the tournament. Umpires are expected to inspect after every game. There will be enough garbage bins and trash bags available to complete the cleanup.

## Poinciana Cricket Ground & Waverly Cricket Field:

**Poinciana Cricket Ground Address:** 5109 Allegheny Rd, Poinciana, FL 34759

**Waverly Cricket Field Address:** 619 Hodge St. Lake Wales, FL 33859





***Waverly Cricket Field (New Polk County Field)***

## **APPENDIX A:**

### **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. The 4 players (3 Batsmen and 1 Bowler) that were nominated during the first super over cannot be nominated again during the subsequent Super Overs (in case of a tie during super over).

APPENDIX B:

UMPIRE REPORT CARD

\_\_\_\_\_  
Date: \_\_\_\_\_ Location: \_\_\_\_\_ Match Start Time: \_\_\_\_\_  
\_\_\_\_\_  
Match Between: \_\_\_\_\_ and \_\_\_\_\_  
\_\_\_\_\_  
Toss Time: \_\_\_\_\_ Toss Result: \_\_\_\_\_ Umpire: \_\_\_\_\_  
\_\_\_\_\_  
Mid Innings Break Time & Score: \_\_\_\_\_ End of First Innings Time & Score: \_\_\_\_\_  
\_\_\_\_\_  
Mid Innings Break Time & Score: \_\_\_\_\_ End of Match Time & Score: \_\_\_\_\_  
\_\_\_\_\_  
Match Result: \_\_\_\_\_



Match Notes:

	ORLANDO OFFICE	BRADENTON OFFICE
	<b>THE RAM LAW FIRM PA</b> <small>IMMIGRATION ATTORNEYS</small>	<i>Goldman &amp; Loughlin</i>
	5812 South Semoran Boulevard Orlando, Florida 32822	435 17th Street West Bradenton, Florida 34205
	Map & Directions at <b>(407) 270-9554</b> <a href="mailto:info@ramimmigrationlaw.com">info@ramimmigrationlaw.com</a>	Map & Directions at <b>(941) 773-1523</b> <a href="mailto:info@ramimmigrationlaw.com">info@ramimmigrationlaw.com</a>

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

**Umpires MUST fill this based on who are physically present in the field**

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

**APPENDIX C:**

**CRICKET ORLANDO – 2023 Memorial Day Tournament - Roster**

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			

<b>Umpire Sign</b>		<b>Umpire Print</b>	
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