



South Florida Premier League

Match Playing Conditions

30 Championship All Divisions

2023

(Revised October 2022)

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.

The SFPL Premier 30 Overs shall be based on “ICC ODI match playing conditions”, latest version and Laws of Cricket. Additionally, the following SFPL playing conditions shall apply.

Format:

Format: Two Divisions: Div. 1(14 teams) and Div. 2 (18 teams)

□ Competition will be split into two groups. Groups are formed ODD/Even ranking. Group A will play vs group B. in both divisions in first round.

□ Division 1: Second round, after first round 7 games:

- Top 4 from each group will play each other in Super 4s.
- Top two teams from super fours will play in Semi Finals.
- Bottom 3 from each group will play Super threes (within the group) in the battle to stay in the top division or get relegated to Division 2. Points will be carried forward from the first phase.

□ Division 2: Playoffs begins: After the preliminary rounds 9 games,

The top 4 seeded teams within each group will play a knock-out playoff rounds for the Championship Trophy. Re-seeding throughout the playoffs, with the highest seed always playing the lowest remaining seed.

- The bottom four teams in D1 will be demoted to D2. Bottom two teams in each group
- The two finalists in D2 will be promoted to D1

1. The Player

1.1 - Player Registration

1.1.1. Each club must submit a list of 15 - 20 players to be registered by the deadline set by the general body. This may be prior to the beginning of the competition or on or before the Thursday 8 pm after the first match of the competition, latest. Additionally, registration form shall be completed via online for the new players to the SFPL. <https://cricclubs.com/SFPLCricket/registerUser.do?clubId=22486>

1.1.2. Additional player(s) may be registered by **10:00 pm on the Friday** prior to the scheduled date of the match in which the player(s) will be playing and the Secretary and the web administrator must be provided with his name on-line/ via email/ via text/ mail/ fax.

1.1.3 Players that are new to the SFPL, shall complete and submit a registration form via online. <https://cricclubs.com/SFPLCricket/registerUser.do?clubId=22486>

1.1.4. Playing of unregistered players is prohibited and will cause a match forfeit by the team(s).

1.1.5. Any player that has played in more than one game of a competition for a club shall not play for another club during the same competition.

1.1.6 If a player is late taking the field before 50% of the over are bowled, that player will serve the equal penalty time missed before he can bowl and shall be allowed to bat in his normal position. If the player takes the field between the 16th and 22nd over, he cannot bowl and can bat after the 5th wicket has fallen. If the player still has not taken the field by the 23rd over (25%) is completed, that fielder shall not be allowed to bat or bowl.

1.2 The Captain

- 1.2.1. The captain should have a **list with full names** of nominated players 10 minutes prior to the start of play given to the umpire. Cric-clubs will now be SFPL approved method for league scoring. Both teams playing 11 should be listed in Cric-clubs for both captains and umpires' review and approval at the toss.
- 1.2.2. It is the responsibility of the captain to have official SFPL league ball ready and hand over to the umpire prior to the start of play.
- 1.2.3. It is the responsibility of the captain to make sure that nominated players are properly dressed in their color uniforms.
- 1.2.4. It is the responsibility of the captain, in the event there is no SFPL/FUA/SFUA official umpire, to start the game
Upon agreement on two umpires (can be within the teams or some available and present).
- 1.2.5. It is the responsibility of the captain to provide a square leg umpire when there is only one official umpire.

1.3 Nomination of Players and Substitutes

- 1.3.1. All substitutes must be a registered member of that club.

2. The Umpire

- 2.1 Umpires who arrive one hour after the game start will not be accepted for the game.
- 2.2 Umpires are required to keep the team lists (which they officiate) in their possession throughout the competition And submit to SFPL upon request.
- 2.3 In the event of only one official umpire, square leg umpire should provide by the bating team. Should the bating team fail or refuse to provide a square leg umpire, which would be considered as not ready to play.
- 2.4 Umpires are required to submit a match report no later than Tuesday (10.00 pm) immediately following the match. Refer to **Appendix C**. Failure to submit this report in two occasions, will leads to disciplinary actions and may result for suspension of remainder of the competition.

3. Ready to Play

For a team to be considered "Ready to Play" it shall

- 3.1 Have a minimum of **seven players** nominated for the match present, properly dressed in their team uniform and clearly visible to the umpires for the purpose of counting and identification.
- 3.2 All 11 players and the substitute fielders must be in official team uniforms. There will be no exceptions. The umpires are the final judges on uniforms and their decisions are final.
- 3.3 Any team not ready to play by the scheduled starting time will concede 5 penalty runs for every over delayed up until 11 AM or 1 hour after the official start time. After 1 hour the team shall forfeit the match. See rule 3.4 below. The umpires shall split the number of over lost in two, after the first 30 minutes, ensuring both teams face the same number of overs. Overs shall only be reduced after 30 minutes of lost time. Umpires at their discretion can extend the playing time up to one hour after the scheduled close of play.

Double Headers: There is no extension in double header fixtures. Overs will be lost immediately if a game starts late.

- 3.4 Any team not ready to play 1 hour after the regular scheduled start time shall forfeit the match.

4. Intervals for drinks

One 5 minutes drinks break per session shall be permitted at the end of 15th overs. **Double header 15 over drink break shall be a quick 3 minute break on the field due to time constraints. Teams should bring water onto the field instead of heading to the dugout.**

5. Regular starting Time

- 5.1 All matches start at 10:00 AM, unless otherwise specified, and will be Inning duration of 30-overs per team (5 minutes per over, 150 minutes per inning). If there will be a scheduled a double header, the 1st match will shall begin 9:00 am and completed by 2:20 pm. First Innings 9:00 AM – 11:30 AM. Second Innings 11:45 AM – 2:15 PM. The 2nd match shall begin at 2:30 pm. First Innings 2:30 PM -5 PM. Second Innings 5:10 PM – 7:40 PM. **7**

minute grace period at the end of first and second inning. If not completed, the inning shall end and Duckworth Lewis Applied. Second inning shall be the same number of overs completed in the first inning. The lunch Break in a single header shall be 20 minutes unless the overs are bowled within the allotted time, the umpires can extend up to 30 minutes. **No more than 15 minute break for double headers.**

5.2 Umpire may extend playing time up to dusk at their discretion in order to have a complete game/result.

6. Coin Toss

6.1 Each captain shall nominate 11 players in writing to the Umpires before the toss and be ready to play as defined in Section 3. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.

6.2 The captains shall toss for the choice of innings, on the field of play and in the presence of the umpires, who shall supervise the toss. The toss shall take place not earlier than 30 minutes, nor later than 10 minutes before the scheduled or any re-scheduled time for the match to start.

6.3 Any team is not Ready to Play at the time of the coin toss will lose toss. The umpires are the final judges on decisions for the toss and their decisions are final.

7. Number of overs per bowler

7.1 No bowler shall bowl more than 6 overs in an innings.

7.2 In a delayed or interrupted match where the overs are reduced for both teams and for the team bowling second, no bowler may bowl more than one-fifth of the total over allowed.

8. Official League Ball

8.1 Each team shall provide the SFPL official new balls Appendix B to the umpires and shall have spare balls for changing during a match. Failure to provide official balls will result forfeiting the game.

8.2 In the event of loss or damaged ball during the match, the fielding team shall provide replacement ball. The replacement ball can be any brand although HS is preferred if available.

8.3 **This tournament will employ league approved and SFPL stamped KL cricket balls.**

9. Restrictions on the Placement of Fieldsmen

9.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

9.2. The Powerplay: Powerplays per innings to be taken follows:

9.2.1. Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 30 overs, these are overs 1 to 6 inclusive

9.2.2. Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 30 overs, these are overs 7 to 24 inclusive

9.2.3. Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 30 overs, these are overs 25 to 30 inclusive

NOTE: Teams with less than 11 payers shall be allowed to have 2, 4 and 5 fielders during each powerplay, respectively. No restriction for inner 30-yard circle shall apply.

9.2.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

innings duration	Powerplay-1	Powerplay-2	Powerplay-3
15	3	8	4
16	3	9	4
17	4	9	4
18	4	10	4
19	4	10	5

20	4	11	5
21	4	11	5
22	5	12	5
23	5	14	5
24	5	15	6
25	5	16	6
26	5	18	6
27	6	18	6
28	6	18	6
29	6	18	6
30	6	18	6

9.2.5 If play is interrupted during an innings and the table in 9.2.4 applies, the Power play take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 9.2.5

A 30 over innings is interrupted after 13.5 overs and reduced to 17 overs. The new phases are 4+9+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

9.2.6 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

10. Delayed or Interrupted Matches:

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

Special Note: Calculations shall be using the CricClubs version of Duckworth Lewis.

11. Results

11.1 Abandoned Matches

If it was not possible to start the match at all due to bad light or bad weather, then the match shall be considered abandoned.

11.2 Abandoned matches will not be replayed nor count towards playoff eligibility, rather the number of games played will be reduced by said game.

11.3 No-Result Matches

If the team batting second was unable to complete 33.3% (10 overs) of their overs, all due to bad Light bad weather, then the match will be considered No-result.

11.4 No-result matches will counts towards the playoffs eligibility.

11.5 A Tie

In the event of scores are the same, the result shall be a tie and no account shall be taken of the number of wickets which have fallen. There will be no super over in the preliminary stage of this competition.

11.6 A Win – Prematurely Terminated Matches - Calculation of the Target Score

11.6.1 Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current **Duckworth/Lewis/Stern method (Cricclubs version)**.

The target set will

always be a whole number and one run less will constitute a Tie. (Refer Duckworth/Lewis/Stern Regulations,).

11.6.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 10 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the (Cricclubs)Duckworth/Lewis method (refer Duckworth/Lewis CricClubs Regulations). If the score is equal to the par score, the match is a Tie. Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

Special Note: Calculations shall be done using the CricClubs Duckworth Lewis Calculator

11.7 A Win

The team that scores the most runs in their Innings wins the match, provided both innings have been completed to the maximum required over and/or the team has been bowled out.

11.8 Forfeit

11.8.1. If a team does not show up for a scheduled game, the points will be awarded to the team that is present Provided that the team is ready to play as determined by the umpires. The winning team must submit a match report listing the names of the players present. Each player listed will be considered as actually have played. The umpires must sign the player list and submit a match report.

11.8.2 The defaulted team will be charged with a match default and a fine of \$200.00. Fine shall be paid by following Friday in order to continue in the competition. If a team is unable to field a team on any two occasions during the competition will be dropped. All games played previously by said team will be determined null and void. Individual statistics involved with said team will remain on record; the said team may face a suspension or expulsion from the league.

11.8.3. Anytime in which a team walks off the field for whatever reason (other than authorized breaks, signaled by the umpire) will automatically forfeit the match and incur a possible fine, suspension or expulsion for at least a year of competition. The penalty will be based on a first offense or repeat offenders.

12. Tournament Points Structure

The competition will be played on the following point's basis:

12.1. Win 4 points

12.2. No Result / A Tie 2 points

12.4. Abandoned 2 point

12.5. Loss 0 points

12.6 Forfeited game 1 point deduction

12.7 Failure to meet the match report submittal deadline will result 1 point deduction.

13. Playoffs

13.1 Points accumulated by each team will be used to compute standings towards the playoffs

13.2 If two or more teams have the same points, then the following tiebreakers will determine final placing in the standings.

- The team with the highest net run-rate (NRR) throughout the competition, if same then.
- The 2nd tiebreaker shall be head-to-head throughout the competition.
- Win Percentage

13.3 Any player who has been included in the 11 declared for the match and who did not participate in the match will not have that match counted towards eligibility

13.4 For any player to qualify playing in the playoffs, the player must have played with his team in 33.33% of the scheduled matches rounded upward should there be a fraction of his team's scheduled games. There will limited exceptions:

- Grandfather Rule: These include team management, long standing supporting player, and staple of cricket club.
- National Duties: Players on US National sporting or defense duty. Must show proof that player was on

- national duty for **ALL** games required for qualification and national duty was in direct conflict.
- Major Injury: Proof of major injury required from official medical personnel.
**Two game minimum required to apply for any exception. Maximum 2 exception per team.

13.5 In the event of both teams completed their Innings and the score is the same (Tie), then the procedure for the One Over Per Side Eliminator (Super Over) will be applied: See **Appendix A**:

13.6 There will be two reserve day for playoff games (Saturday or Sunday). If no result is achieved for the Finals match on the reserve day, the match shall be declared drawn. The Champions Trophy will be shared (joint champions) between the two competing teams.

13.7 The higher seeds will choose the Venue and time slot for quarter and semifinals. SFPL will select the finals venue which will be announce prior to the Playoffs.

14. Match Reports

14.1. Each team is required to submit a report for each match no later than Tuesday (11.59 pm) immediately following the match; the clubs will be subject to penalty of one (1) points deduction from the points (delayed reports). Reports should only include the players that actually take part in the game. (Players that were declared but not present at the ground should not be included in the report). Compilation of statistics, for the purpose of awards and for eligibility for the playoffs or finals will be based solely on players listed on these reports.

14.2 The Captain shall complete "Captain Report Form", **Appendix D** at the end of each match. When completed, please ensure it is received by the SFPL no later than 10.00 pm of the following Tuesday (subject to penalty points as described 14.1).

14.2. If a team failing to follow above (14.1 or 14.2) for two consecutive occasions, \$25 fine will be imposed in addition to the point deduction.

15. Umpire Fee

Completed or No-Results Game: Two official Umpires \$90.00
One official Umpire \$65

Abandoned game: Two official Umpires \$55.00
One official Umpire \$40

16. Suspended Players

Any Players who are suspended by any league that is affiliated to the United State of America Cricket will not be eligible to play in any SFPL sanctioned/Sponsored competitions.

17 The Bowling of Fast Short Pitched Balls (Law 42.6 (a) shall be replaced by the following:)

17.1 A bowler shall be limited to two (2) fast short-pitched deliveries per over.

17.2 A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

17.3 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.

17.4 In addition, for the purpose of this regulation and subject to Clause 42.4.1 (f) below, a ball that passes above 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.

17.5 For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.

17.6 In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in Clause 42.4.1 (b) above, the umpire at the bowler's end shall call and signal no ball on each occasion.

A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.

- 17.7 If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- 17.8 If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- 17.9 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- 17.10 The bowler thus taken off shall not be allowed to bowl again in that innings.
- 17.11 The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- 17.12 The umpires may then report the matter to the SFPL who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

The above is not a substitute for Clause 18 below which umpires are able to apply at any time.

18 Bowling of High Full Pitched Balls (Law 42.6 (b) shall be replaced by the following)

- 18.1 Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.
- 18.2 In the event of a bowler bowling a high full pitched ball as defined in Clause 18.1 above, the umpire at the bowler's end shall call and signal no ball. If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signaling no ball, when the ball is dead, caution the bowler and issue a first and final warning.
- The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- 18.3 Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signaling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- 18.4 The bowler thus taken off shall not be allowed to bowl again in that innings.
- 18.5 The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.
- 18.6 The umpires may then report the matter to the SFPL who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

19 Deliberate bowling of High Full Pitched Balls (Law 42.8 shall be replaced by the following :)

If the umpire considers that a high full pitch delivery which is deemed unfair as defined in Clause 18.2 was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

- 19.1 Call and signal no ball.

19.2 When the ball is dead, direct the captain to take the bowler off forthwith.

19.3 Not allow the bowler to bowl again in that innings.

19.4 Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

19.5 Report the occurrence to the other umpire, to the captain of the batting side and the SFPL who shall take such Action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play Responsibility of the Captains).

19.6 Ball - Delivery strike legal limit

In the event that a bowler deliberately bends the arm at the delivery strike more than the legal limit (15 degree), umpire shall call and signal no ball. In addition, report shall be submitted to the SFPL who shall take such action as is considered appropriate for the bowler in concerned.

20 Time Wasting by the Fielding Side (Law 42.9 shall apply subject to Law 42.9 (c) being replaced by the following :)

If either umpire considers that there is any further waste of time in that innings, by any member of the fielding side the umpire concerned shall:

20.1 Call and signal dead ball if necessary, and;

20.2 Award 5 penalty runs to the batting side (see Law 42.17).

20.3 Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.

20.4 If the umpires believe that the act of time wasting was deemed to be deliberate or repetitive, they may lodge a report under the Code of Conduct. In such circumstances the Captain and, if necessary, members of the team concerned will be charged.

21 Batsman Wasting Time (Law 42.10 shall apply, subject to the following)

If the incoming batsman is not in position to take guard or his partner not ready to receive the next ball within 2 minutes of the fall of the previous wicket, the action should be regarded by the umpires as time wasting and the provisions of Law 42.10 shall apply.

In addition, Law 42.10 (b) shall be replaced by the following:

If either umpire considers that there is any further waste of time by any batsman in that innings, the umpire concerned shall:

21.1 Call and signal dead ball if necessary, and;

21.2 Award 5 penalty runs to the fielding side (see Law 42.17).

21.3 Inform the other umpire, the other batsman and as soon as possible the captain of the fielding side of what has occurred.

21.4 In addition, if the umpires believe that the act of time wasting was deemed to be deliberate or repetitive, they may lodge a report under the Code of Conduct. In such circumstances the batsman concerned will be charged.

22 Fitness for play - Suspension of play in dangerous or unreasonable conditions

22.1 If at the umpires together agree, that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make, following consultation with the SFPL Board (available board member at the time).

The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If the umpires consider the ground is so wet

or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place.

22.2. If circumstances are warranted, for games that not started due to ground conditions or park closure, SFPL Board (members available at the time) together with umpires may change the ground to a location where a game can play with the SFPL playing conditions. Team shall accept the change of location prepare to play. Any teams refused to play, shall consider forfeit the game.

23 Cricket during COVID-19

22.1 Sweat or saliva should not be used to shine the cricket ball. The umpires reserve the right for a first warning per player. Five (5) penalty runs may be awarded if the offense is repeated.

General Information

South Florida Premier Cricket League, Inc

Governing Body:

President:	Roger Tracey	rogertracey@gmail.com	561-437-9995
Vice President:	Parmy Bhagwadin	pbhagwan@aol.com@aol.com	954-588-7253
Secretary:	Shailesh Sharma	rogertracey@gmail.com	954-478-1497
Treasurer:	Vasu Muli	vasumuli@gmail.com	425-440-1339
Assit Sec/Treasure:	Althea Parchment	altheap73@gmail.com	954-449-3410

Disciplinary/Dispute Committee:

Chairman:	Andrew Ashman	dock005@yahoo.com	561-254-3239
	Tilak Mitra	tilak_m@yahoo.com	954-263-9050
	Zuhaib Rabbani	ahmadrabbani729@gmail.com	954-630-6732

Selection Committee: TBD

Youth Committee: TBD

Web: www.sfplcricket.org or www.sfpcl.cricket

APPENDI X A:

Procedure for the One over per Side Eliminator (Applied for playoffs only)

The following procedure will apply should the provision for a one over per side eliminator be adopted in any match.

- 1. Subject to weather conditions the one over per side eliminator will take place on the scheduled day of the match at a time to be determined by the official umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.*

3. *The one over per side eliminator will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires.*
4. *The umpires shall stand at the same end as that in which they finished the match.*
5. *The umpires shall choose which end to bowl and both teams will bowl from the same end.*
6. *Prior to the commencement of the one over per side eliminator each team elects three batsmen and one bowler.*
7. *The nominated players are given in writing to the official umpires. The umpires shall not disclose the names of the nominated players to any other person until both teams have submitted their respective nominees.*
8. *Each team's over is played with the same fielding restrictions as apply for the last over in a normal 40 over match.*
9. *The team batting second in the match will bat first in the one over eliminator.*
10. *The same ball (or a ball of a similar age if the original ball is out of shape or lost) as used at the end of the team's innings shall be used for the "extra" over.*
11. *The loss of two wickets in the over ends the team's one over innings.*
12. *In the event of the teams having the same score after the one over per side eliminator has been completed, the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and the one over per side eliminator shall be the winner.*
13. *If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the over per side eliminator) shall be the winner.*
14. *If still equal, a count-back from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.*

Example:

<i>RUNS SCORED FROM</i>	<i>TEAM 1</i>	<i>TEAM 2</i>
<i>Ball 6</i>	<i>1</i>	<i>1</i>
<i>Ball 5</i>	<i>4</i>	<i>4</i>
<i>Ball 4</i>	<i>2</i>	<i>1</i>
<i>Ball 3</i>	<i>6</i>	<i>2</i>
<i>Ball 2</i>	<i>3</i>	<i>1</i>
<i>Ball 1</i>	<i>2</i>	<i>6</i>

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

APPENDI X B:

The Official SFPL Ball for Premier Competition



APENDI X E: Crease Markings

CREASE MARKINGS

