



South Florida Premier Cricket League Match Playing Conditions T20 Championship

2024

(Revised April, 2024)

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 T20 Competition: shall be based on "ICC Standard T-20 international match playing conditions", latest version and Laws of Cricket (2022). Additionally, the following SFPL playing conditions shall apply.

Format: ❖ Three Groups:

- ❖ Each team plays against teams within the same group (preliminary rounds).
- ❖ Playoffs: After the preliminary rounds, the top 4 teams from each group + next best loser (highest points and/or best NRR. 13 Total teams will advance.
- ❖ Top seed from each group advance directly to quarterfinals.

- ❖ Seeds 4-13 (10 teams), highest plays lowest for qualifiers. Play qualifiers, winners advance to the quarterfinals. Fixed brackets and seedings from quarter final stage.

1. The Player

1.1 - Player Registration

1.1.1. Each club must submit a list of 20 players to be registered by the deadline set by the general body. Submit may be prior to the beginning of the competition or on or before the Friday 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. While not mandatory, we encourage teams to update all player photos on cricclubs where possible as a form of identification. Umpires can request photo ID of any player if identification is in question.

1.1.2. Additional player(s) may be registered by **8:00 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/ text.

1.1.3 Players that are new to the SFPL, shall complete and submit a [registration form](#) via online and notify the Secretary in writing via email.

1.1.4. Playing of unregistered players is prohibited and will cause a match forfeit by the team(s) doing so and will be subject to any other penalties as set by the general body.

1.1.5. Any player that has played in 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 10th and 15th over, he cannot bowl and can bat after the 5th wicket has fallen. If the player still has not taken the field by the 15h over (75%) is completed, that fielder shall not be allowed to bat or bowl.

1.2 The Captain

1.2.1. The captain should have **two lists with full names** of nominated players 10 minutes prior to the start of play, one list to be given to the umpire and other to exchange with opposition captain. After this the CricClubs App match should be setup.

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 on-site, start the game upon agreement with two umpires from within each club (can be within the teams or someone 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 are required to be at the ground on or before 9.30 AM.

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 on two occasions, will lead 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 1 hour after the regular starting time, loses the match provided the other team is ready to play.
- 3.4 In order to maintain the 100mins time frame of each innings, the match will be reduced by 1 over for each side for every 10mins lost. Eg at 10:10am it becomes a 19ov match and so on.
- 3.5 There will be a 10 runs penalty against the team not ready to play for every 5 mins/ Over lost.

4. Intervals for drinks

5 minutes drink break shall be permitted at the end of 10th over.

5. Regular starting Time

- 5.1 All matches will be an Inning duration of 20-Overs per team (5 minutes per over, 100 minutes per inning).
- 5.2 Morning Game: Start at 10:00 AM
Afternoon Game: Start at 2 PM
- 5.3 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, no 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 4 overs in an innings.
- 7.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total over allowed.

8. Official League Ball

- 8.1 Each team shall provide the SFPL official new balls (HS Core or Super Test, C. A. Sports, Sialkot, Pakistan, See 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 be provided the replacement ball.

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 (Mandatory 6 overs): No more than two (2) fieldsmen shall be permitted outside this fielding restriction area.
- NOTE: Teams with less than 11 payers shall be allowed to have 2, and 5 fielders during Powerplay (1-6 overs) and none Powerplay (7-20 overs), respectively. No restriction for inner 30-yard circle shall apply.

10. Delayed or Interrupted Matches: Duckworth/Lewis shall apply.

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

All matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared no result.

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

11.5 A Tie

If the scores are equal (tied), teams shall, compete in a Super Over to determine the winner.
See Appendix A:

11.6 A Win – Interrupted Matches

11.6.1 Interrupted Matches - Calculation of the Target Score

This revised target is to be calculated using the current Duckworth/Lewis/Stern method. 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 5 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 Duckworth/Lewis/Stern method (refer Duckworth/Lewis/ Stern 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 using the CricClubs version of Duckworth Lewis.

11.7 A Win

11.7.1 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.

11.7.2 A result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

11.8 Forfeit

11.8.1. If a team does not show up for a scheduled game, the points will go 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 \$100.00. 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 game and a match default and possible expulsion for at least a year of competition.

12. Tournament Points Structure

The competition will be played on the following points basis:

- 4 points for a win
- 2 points for No Result
- 2 points for Abandon
- 0 point for Bonus
- 0 for a loss

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 tie-breakers will determine final placing in the standings.

13.2.1 The team with the highest net run-rate (NRR) throughout the competition if same then

13.2.2 The winners of the regular schedule match,, if same then.

13.2.3 The team that lost the least total wickets throughout the competition, if same then.

13.2.4 The team that bowled the most number of Overs throughout the competition.

13.3 Any player who has been included in the 11-declared list 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% rounded up if higher than x.5 and rounded down if lower or equal to x.5 of his team's scheduled games. Exceptions below. NO more than 2 exceptions will be allowed per team.

- a) **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.
- b) **Major Injury:** Proof of major injury required from official medical personnel.
- c) ****Two game minimum** required to apply for any exception.
- d) Failure to qualify for any of the above, under exceptional circumstances a team may apply for an exception if they are unable to field 11 players. The executive body will review each situation and its specific circumstances. The purpose of this is not meant to strengthen a team, but to offer relief where needed. Written approval from the league must be obtained prior to any player taking full participation in a playoff game.

13.6 Finals

There will NO reserve days in the Spring T20. The higher seed will advance throughout the playoff stage if there are NO results. If no result is achieved in a final match, the match shall be declared drawn. The Champions Trophy will be shared (joint- champions) between the two competing teams.

13.7 If any of the play-offs matches are tied, or there is no result, the following shall apply:

- a) the relevant teams shall compete in a Super Over to determine which team is the winner of the match in question; and
- b) if conditions do not permit a Super Over within the time available to determine the winner or if the Super Over is tied following the completion of all mechanisms as described in Appendix A, then the team which, at the end of the relevant regular Season, finished in the higher position in the League table will be deemed the winner of the relevant play-off match.

14. Match Reports

14.1 Each team is required to submit a report for each match no later than Monday (11.59 pm) immediately following the match; the clubs will be subject to penalty of two points deduction from the points (delayed reports). Reports should only include the players that take a part of the game. (Players that were declared but not present at the ground should not include in the report). Compilation of statistics, for 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).

15.3. If a team failing to follow above (15.1 or 15.2) 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 \$60.00 per team

One official Umpire \$45.00

per team Abandoned game, Umpire fees are \$40.00 per team.

16. Suspended Players

Any Players who is 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 one (1) 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 the allowable short pitched delivery in that over.
- 17.6 In the event of a bowler bowling more than one (1) fast short-pitched deliveries in an over, 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 second 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 one (1) 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.)

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 42.4.2 (a) 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 42.4.2 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.

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

23 At County and City grounds where there is an early alert siren (Tordar) it MUST be obeyed. One long siren blast and flashing yellow beacon light means get off the field immediately. 3 short blasts and the beacon light goes off means it's safe to resume play.

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.

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.

APPENDI X A:

Procedure for the One over per Side Eliminator

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:

RUNS SCORED FROM	TEAM 1	TEAM 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	3	1
Ball 1	2	6

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.

APPENDIX B:

The Official SFPL Ball for Premier Competition.



South Florida Premier Cricket League

UMPIRE MATCH REPORT

UMPIRE'S NAME 1: _____ Date: _____

UMPIRE'S NAME 2: _____

CAPTAIN'S NAME: _____ CLUB: _____

CAPTAIN'S NAME: _____ CLUB: _____

Home Team				Result Code
Wickets	Runs	Overs	Mins	
Wickets	Runs	Overs	Mins	

Result Codes

- 1 : Win
- 2 : Loss
- 3 : Tie
- 4 : N/ R
- 5 : Ab'd
- 6 : Fof'd

Away Team				Result Code
Wickets	Runs	Overs	Mins	
Wickets	Runs	Overs	Mins	

MATCH DETAILS

If the match started late, provide the reason/s for reduced over matches:
 In the comments section below Maximum number of overs per team

Start Time Finish Time Duration of Breaks Home Team Away Team

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Umpire's Comments:



South Florida Premier Cricket League



CAPTAIN S' REPORT ON UMPIRES

UMPIRE'S NAME (UMP 1) : _____

UMPIRE'S NAME (UMP 2) : _____

MATCH: _____ Vs _____

DATE/S: _____ DIVISION: _____

CAPTAIN'S NAME: _____ CLUB: _____

CAPTAIN'S NAME: _____ CLUB: _____

Section A – assessment

CATEGRY	QUESTION	MARK OUT OF 10	
		UMP1	UMP2
1. Knowledge of Laws	Did the umpire demonstrate an appropriate knowledge of the Laws of Cricket, SFPL Playing Conditions and their application? (Rate from 0 to 10. 1 - lacks appropriate knowledge; 10 - highest level demonstrated)		
2. Concentration	Did the umpire maintain a consistently high level of concentration? (Rate from 0 to 10. 1 - frequent lapses; 10 - maintained a high level of concentration)		
3. Control / Player Management	Did the umpire demonstrate an acceptable level of player management? (Rate from 0 to 10. 1 - lacked appropriate control; 10 - excellent management skills)		
4. Decision Making	Did the umpire demonstrate an acceptable level of decision making? (Rate from 0 to 10. 1 - poor decision making skills; 10 - excellent decision making skills)		

Section B – Comments

Decision Making (List decisions you consider to be very good or contentious)					
Batsman	Bowler	Type of Decision	Decision (Out/Not Out)	Correct (Yes/No)	COMMENTS

Additional Comments:

Please rate this umpire's **overall performance**, given the number and degree of difficulty of decisions required to be made and his/her general match management.

Mark appropriate number:	UMP 2:	0	1	2	3	4	5	6	7	8	9	10	UMP 2:	0	1	2	3	4	5	6	7	8	9	10
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CAPTAIN'S SIGNATURE: _____ DATE: _____

CAPTAIN'S SIGNATURE: _____ DATE: _____

This form should only be used to assist captains in their discussion of umpire performances after each match. Teams must SUBMIT their report via email/ text by 11.59 pm on the Tuesday following each match. (Email to: jonnala_boon@yahoo.com, privy@msn.com) or text to 561-523-3965, 305-528-6721.

Captain's report on umpires

General guidelines for completion

As a guide to maintaining consistency in the scale of marks, captains are asked to start their assessment at Mark 10 and reduce from there if 'under performance' is noted. Please add comments that help umpires and training officers to identify and improve specific areas of their umpiring.

Section A – assessment

Knowledge of Laws:

- 9-10 Demonstrate excellent knowledge of Laws of Cricket, FSPL Playing Conditions and respected by both teams and Captains.
- 6-8 Demonstrate good knowledge of Laws of Cricket, SFPL Playing Conditions and respected by Captains most of the players.
- 4-6 Demonstrate some knowledge of Laws of Cricket, SFPL Playing Conditions
- 1-3 Demonstrate inadequate knowledge and lost respect from captains and players.

Concentration/ Coping with Pressure:

- 9-10 Coped very well when subjected to extreme pressure by players.
- 7-8 Coped well when subjected to some pressure by the players.
- 5-6 Coped OK.
- 3-4 Needs better coping techniques when subjected to pressure by players.
- 1-2 Does not have the ability to cope at this level.

Control/Management of Players:

- 9-10 Communicated very well. Decisive when dealing with unacceptable behavior.
- 7-8 Communicated well. Dealt with unacceptable behavior well.
- 5-6 Communication OK Dealt with unacceptable behavior adequately.
- 3-4 Communication not adequate. Did not deal with unacceptable behavior quick enough.
- 1-2 No communication Did not deal with unacceptable behavior.

Decision making:

- 9-10 All decisions correct including some very difficult ones.
- 7-8 Correct decisions. Benefit of doubt given when necessary.
- 5-6 Most decisions correct. Benefit given where there was doubt.
- 3-4 Some decisions obviously wrong. Not enough benefit of doubt given.
- 1-2 Some easy decisions obviously wrong. No benefit of doubt given.

Overall:

Please give a mark out of ten which, in your opinion, reflects the overall performance of the umpires.

Section B – comments

Please comment on aspects of the umpire's performance in any of the assessments in Section A. Please indicate by comment if the umpire performed up to the required standard.

Note:

Each umpire will be given feedback from this report indicating the strengths and weaknesses you have assessed. This report is vital to the process of providing quality information to each umpire to enable them to work at improving their performance.

Thank you for your input.

APENDI X E: Crease Markings

